WHITE DWARF

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No 34

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Robots in Traveller

TROUBLES AT EMBERTREES
An AD&D Epic Scenario

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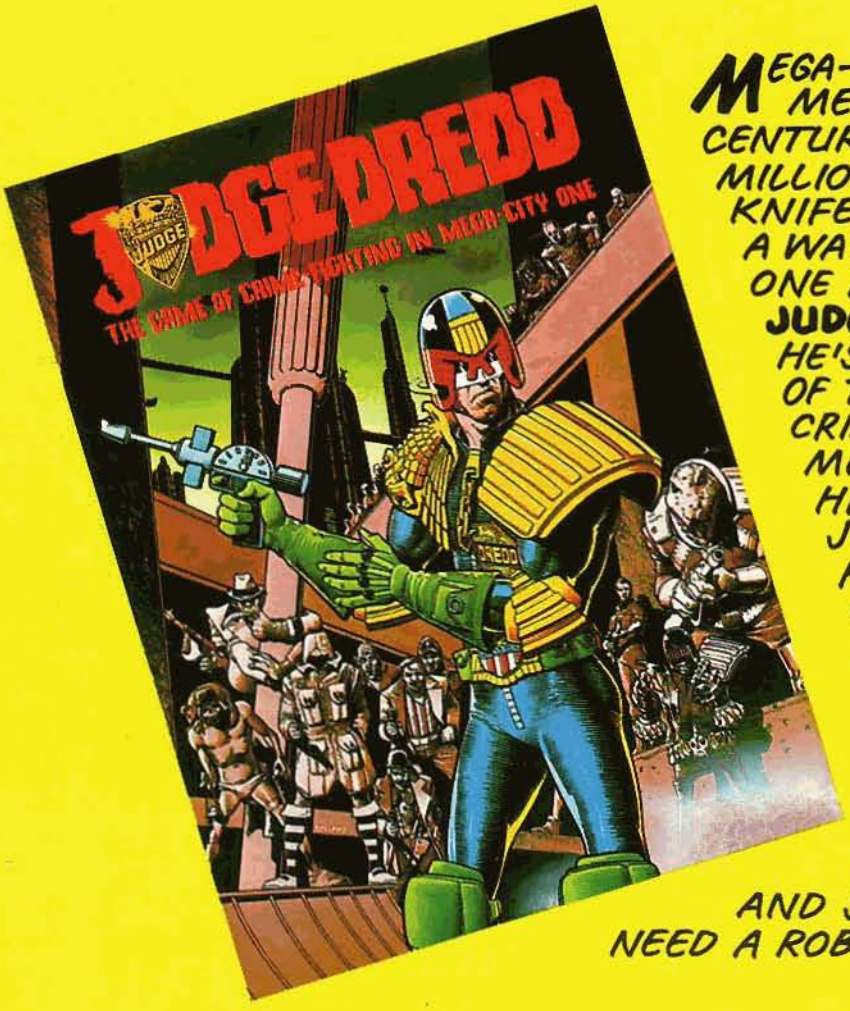

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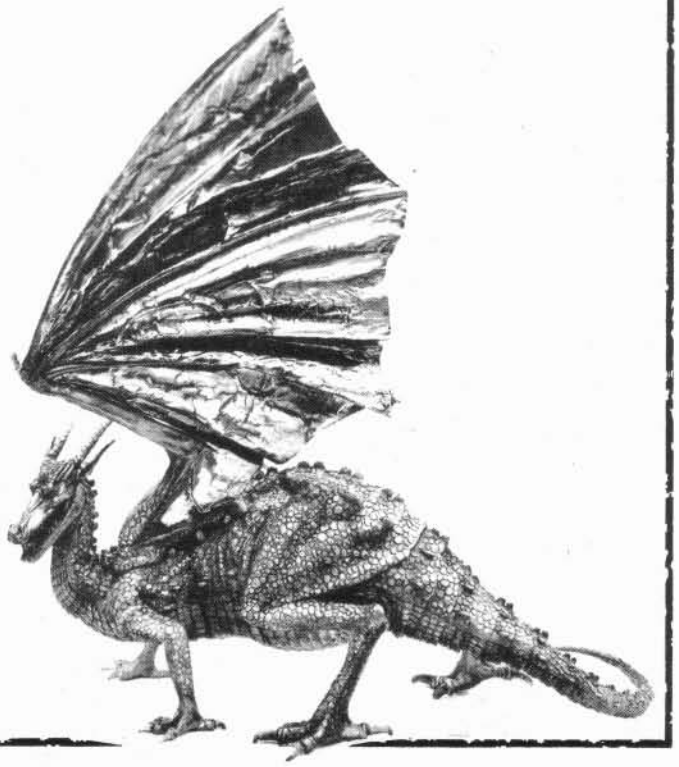

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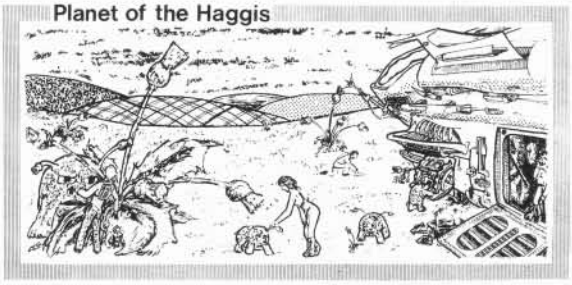

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Many of you will be reading this issue of *White Dwarf* at *Games Day '82*, now reported to be the largest event of its kind in the world. Its growth has pleased many, but disappointed a few who would have preferred it to remain a low key affair.

My own opinion is that a grandiose *Games Day* helps to promote the hobby of games playing. It is also usually the one event on the calendar when you can be sure anybody or anything worth knowing about in the hobby is going to be there.

We will report on *Games Day '82* in *White Dwarf* 35, but I'd be interested to read other attendees' opinions in the *Letters* page.

Ian Livingstone

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Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double spaced on one side of the paper only.

DROIDS DROIDS DROIDS DROIDS DROIDS

Robots for Traveller
by Andy Slack

'We don't serve his kind.'
Anonymous bartender,
Star Wars.

This article presents a few standard models of robots, which have been designed more or less according to the referee's notes appearing in the *Journal of the Travellers' Aid Society*. The descriptions of individual robots can be shown to the players, or perhaps photocopied and used as a manufacturer's brochure (the company is of course Rossum's Universal Robots, LIC); the section headed Referee Only makes some comments on characterising robots that it would be better for the players to find out by experience.

Dedicated Vehicle Droid

Also known as the crewbot, this is properly a family of units built at a variety of Tech Levels for a variety of purposes. However, all units have the following properties in common: The unit weighs 50kg, and is armoured to battledress standards to resist impromptu reprogramming by boarders. It has 25 hit points. The unit is directly interfaced to the relevant controls in the ship or vehicle it is to serve, generally displacing one crew couch or seat, but occasionally occupying cargo space. It has sensors as per the Mechanical Droid. A single-frequency radio allows longer distance communication without reducing the capacity of the ship's or vehicle's commo circuits, and the droid may examine the external environment through telescopic visual sensors, with enhanced night vision provisions, active infrared detectors and a small infrared searchlight, or any sensors fitted to the vehicle or ship to which it is attached. A remote master unit allows the direction of medical rescue servos for reconnaissance or rescue purposes. The price and skill of a unit depends on its task and tech level:

Tech Level					
12		14		15	
Credits	*Expertise*	*Credits*	*Expertise*	*Credits*	*Expertise*
105940	Pilot-1	506140	Pilot-3	1006640	Pilot-8
105940	Navigation-1	506140	Navigation-3	1006640	Navigation-8
106040	Air/Raft-3	506340	Air/Raft-6	1006840	Air/Raft-11
106040	Ship's Boat-3	506340	Ship's Boat-6	1006840	Ship's Boat-11
106040	ATV-4	506240	ATV-6	1006740	ATV-11
106140	Gunnery-4	506440	Gunnery-7	1006940	Gunnery-14

Mechanical Droid

Tech Level: 12. Cost: Cr 117,000. Weight: 200kg. Speed: 75km/h on road; 30-40km on other terrain. Propelled by tracks, it has two light and one medium work arms. Sensors are equivalent to human senses in capability, and a voder/vocoder enables the droid to converse with its masters. It carries a set of mechanical tools and has a parts bin capable of holding up to 35kg of spares. Its skill level is Mechanical 6. It is treated as cloth armour for combat purposes, and has 65 hit points.

An identical droid is produced for cargo handling, but instead of Mechanical 6, this variety is programmed to load and unload cargo into and off ships or vehicles, and report unusual circumstances such as unexpected visitors, fires, etc. This variant costs Cr 116,500.

Heavy Mechanical Droid

Tech Level: 12. Cost: Cr122,520. Weight: one ton. Speed: up to 40km/h on good roads, 5-20km/h cross-country. In all other respects it is the same as the Mechanical droid except that it can carry spares and parts weighing up to 425kg, and has 135 hit points.

Medical Rescue Servo

This robot is designed to operate in conjunction with a Robodoc (see below). Tech Level: 12. Cost: Cr109,300. Weight: 100kg. One light and one medium work arm allow it to carry unconscious humans or similar objects, administer first aid, etc. Sensors are as per Mechanical Droid, and a remote slave unit allows it to be radio-controlled by a robodoc and feed data about the patients' condition to the robodoc. A padded storage tray can carry up to 3kg of drugs and medicines, while a comprehensive set of basic medical instruments is also carried. While its main purpose is to function as a mobile remote drone for a robodoc, the droid has a certain amount of 'initiative', so that it is able to fight fires and rescue injured persons from dangerous situations without supervision.

In combat, the droid is considered to be wearing cloth armour, and has 50 hits.

Electrical Droid
This droid is for the repair and manufacture of electrical or electronic devices. Tech Level: 12. Costs: Cr117,050. Weight 100kg. Speed: up to 200km/h on integral antigravity units. Has two light work arms, similar to human arms and hands. Sensors as per Mechanical Droid. It has internal compartments containing electronic tools and up to 10kg of spaces or parts, and an expertise of Electronic 6. In combat it is treated as wearing cloth armour, and has 50 hit points.

Robodoc
This is a large unit, normally fitted in ships or vehicles, and less frequently in buildings. Six light work arms with multi-purpose manipulators make use of three sets of medical instruments to allow for treatment of up to three injured beings simultaneously. Human equivalent sensors are supplemented by microscopic visual pickups, low-level audio pickups, a single-frequency radio for communication with other robots or persons, a voder/vocoder for verbal communication, and a remote-control master unit which may control up to six medical rescue servos. An ultraviolet steriliser is fitted to deal with bacterial contamination. The robodoc may be interfaced directly to the ship's internal scanners and life-support monitors, so that it can observe crew members and despatch servos to bring them in for treatment as necessary. It may also interface into the ship's commo units so that similar coverage is extended to crew members outside, if they carry communicators to act as homing beacons. Integral storage trays carry up to 175kg of medicines, prosthetics etc as required. The robodoc has its own internal power source and is not dependent on ship or vehicle power supplies except to power the three integral couches in their low berth mode; for while the robodoc can deal with most circumstances, it occasionally finds damage or disease beyond its ability, in which case the injured individual is put into suspended animation until better facilities can be reached.
The robodoc's price and expertise depend on its Tech Level:

Tech Level	*Credits*	*Expertise*	*Weight*	*Speed*
12	266340	Medical-1	Two Tons	Immobile at
14	666530	Medical-3	Two Tons	all Tech Levels
15	1166940	Medical-7	Two Tons	

Should it be attacked, the robodoc counts as wearing cloth armour, and has 80 hits.

The robodoc can treat persons if one or two of their physical characteristics (strength, dexterity, or endurance) have been reduced to zero. If the character has sustained enough damage to reduce strength, dexterity and endurance to zero, and no more additional damage points than the sum of his endurance and the robodoc's Medical expertise, he may be resuscitated as long as he is placed in the robodoc within a number of combat rounds equal to his endurance. His endurance is raised to one, and the robodoc will place him in suspended animation pending full medical treatment at a comprehensively-equipped hospital of Tech Level 8 or higher. If the character has suffered more damage than this, he is dead.

Example: Shel Meldol has a UPP of 797AC8 and has thoughtfully fitted a Tech 15 robodoc in the hold of his scoutship (reducing cargo capacity by 2 tons), with a couple of medical rescue servos. While adventuring, he is grievously injured, taking 32 points of damage. The robodoc promptly dispatches a medical rescue servo to pick up the smoking boot which is yelling 'Medic!'; it has 7 combat rounds to get the dying adventurer into its low berths. It succeeds; we now examine the overkill. Shel's strength, dexterity and endurance sum up to 23 points; his endurance and the robodoc's Medical expertise sum to 14 (7 + 7), so if he has taken less than (14 + 23) 37 damage points in total, he can be revived. Fortunately, he has taken only 9 more hit points than he actually has; examining the storage trays, the robodoc decides he can be saved. It raises his UPP to 001AC8 and places him in suspended animation to await medical treatment at a fully-equipped base hospital. Meanwhile, the Vogons approach the defenceless starship, blasters ready. . . . The referee may opt to allow human medics a similar revival ability.

Engineering Droid
This droid is for the repair and maintenance of starship drives and similar heavy machinery. A medium arm enables it to carry heavy objects up to 100kg in weight; two light work arms are fitted for manipulation of tools and equipment. It carries sets of electrical, mechanical and metalwork tools to aid it. Sensors as per Mechanical Droid. Specifications depend on Tech Level of manufacturer:

Tech Level	*Credits*	*Expertise*	*Weight*	*Speed*
12	117040	Engineering-1	400g	50km/h on roads,
14	517240	Engineering-3	400g	10-30km/h on
15	1017940	Engineering-8	400g	other terrain, for all tech levels

In combat, treat as wearing cloth armour, with 80 hit points.

Valet Droid
The valet droid is constructed at Tech Level: 12. Weight: 75kg. Cost: Cr111,540. Speed: up to 200km/h on integral antigrav units. Sensors as per Mechanical Droid. It has two light work arms. It may function as a Steward-1, and in addition may serve as a personal valet, cleaning and caring for clothes, doing housework, making minor repairs and so on. It is treated in combat as if wearing cloth armour, and may carry refreshments etc weighing up to 4kg in an integral tray. It has 45 hits.

Valet Android
Not actually an Android, this robot is similar to the valet droid, but is much more anthropomorphic and in poor light can be mistaken for a human being. It has legs and two light work arms, and in general is capable of movement and manipulation to much the same degree as humans. Sensors are as per the Mechanical Droid. Extensive social programming enables the robot to make appropriate comments on the weather, politics etc, unlike the other droids who are entirely concerned with their normal duties and unable to 'think' along other lines. The valet android is treated as if wearing cloth armour, and has 50 hit points. All such droids are programmed for valet duties – housework and the care of clothes, etc – and in addition, as Stewards. Skill and price depend on tech level:

Tech Level	*Credits*	*Expertise*
12	208600	Steward-1
14	1009100	Steward-6
15	2010100	Steward-16

Warbot
Tech Level: 14-15. Weight: one ton. Cost: Cr2,000,000. Speed: 200km/h. It is, in fact, too large to be used in urban or shipboard operations; its normal use is to man bases on isolated worlds. For most purposes, human beings are cheaper to set up and maintain, and less easily damaged; they are also quicker and easier to replace, given a large population.

The warbot is armoured to battle dress standards with 260 hit points. Its size and power output render it quite vulnerable to tac missiles, however. Sensors far exceed the capability of human senses; vision is telescopic in all but the lowest levels of lighting, and infrared detectors allow the unit to 'see' heat emissions. Low level audio is fitted, which can pick up heartbeats at several tens of metres in standard atmosphere (greater range in denser atmospheres, less range in thin atmospheres). The droid communicated by a voder/vocoder or a multi-frequency radio with integral anti-jamming circuits, and has a TV camera for transmitting pictures of battlefield conditions back to base. It may carry objects up to 78kg in weight, without loss of performance, or one unencumbered person. Four light and two medium work arms are fitted; two have handlike attachments for field repairs, changing magazines and so on, while the remainder carry an FGMP-15, while two of the light arms carry an auto rifle and auto grenade launcher respectively.

The droid may be ordered to stand watch, in which case it will patrol an area at random intervals and report any intruders or disturbances. It may handle any standard infantry weapon with the two general-purpose arms, and may perform all tasks expected of a modern infantryman, even in zero-gravity. ▶

Guardbot

The guardbot, security droid, or 'biffo' weighs 75kg and is capable of moving at up to 200km/h on its built-in antigrav units. Armoured to cloth standards and having 45 hit points, the biffo has one light work arm which may carry any standard human weapon of up to 8kg in weight (including ammunition); sensors surpass human senses, being able to see in very low levels of light perfectly, and into the near infrared to detect body heat. Its audio pickups are quite capable of tracking persons by their heartbeats up to medium range. Voder/vocoders and a single-frequency radio allow it to communicate with other robots, a central command post, or humans.

The price and abilities of the biffo vary with tech level; at TL12 for Cr105,890, it will patrol a specified area at random intervals and report any unauthorised personnel or accidents such as fires, then await further orders while observing the disturbance.

At TL14, for Cr505,990, the biffo will make random patrols and report any intruders or accidents; unless ordered otherwise, it will then attempt to detain any intruders using the minimum necessary force.

At TL15, for Cr1,006,190, the droid will make random patrols and report intruders or accidents; unless ordered otherwise, it will then attack the intruders (if any) with a view to causing death, or at least grievous bodily harm. It may also fight without penalty in zero-G combat.

Naturally, the ownership of guardbots is strictly controlled, and the least violent possible is always used. Guardbots are capable of handling any normal weapons like a human character, but gain no pluses for dexterity, strength or skill; likewise, they suffer no penalties.

Referee Only

General

Robots normally function under Asimov's Three Laws of Robotics, which they must obey. Despite their common usage, I shall restate them:

i) No robot shall knowingly harm a human or other intelligent being, or through inaction allow such a being to come to harm.

ii) A robot shall obey orders literally and exactly which are given to it by a human or other intelligent being, provided such orders would not cause the robot to disobey the first law.

iii) A robot shall protect its own existence unless this would cause it to disobey either of the first two laws.

Alert readers will note these are not the usual forms in which the laws are quoted; but for game purposes, they are more accurate. Robots believe whatever they are told, and obey orders precisely. In this respect the referee's handling of them should resemble handling *D&D* wishes; if he can legally misinterpret a player's orders to a robot he should do so. This partially compensates for the robots' high skill levels. Robots have no initiative or common sense whatsoever in most circumstances. However, for their own protection, if presented with a logical paradox they will clear their input circuits and behave as if they had not heard it, or alternatively ask for it to be explained to them, depending on circumstances. If given imprecise, impossible, or contradictory orders they will point out the situation politely and ask for the orders to be restated until they can be carried out.

Robots never lie, but nor will they volunteer information which is not specifically requested of them. Security droids or warbots are often not programmed with the first law so that they may carry out their duties; these will not answer questions which they have been instructed are secret unless given the correct passwords and identification, nor will they obey orders from unauthorised personnel. Other robots will obey orders from anyone and answer any question as truthfully as possible.

In combat, any natural roll of 12 to hit will hit the robot's brain and disable it completely, provided the modified roll would have hit and penetrated armour anyway. A robot so disabled is junk. Damage reduces a machine's ability to function; exactly how is up to the referee if he hasn't got the relevant article from the *Journal*.

Robots not specified as capable of functioning in zero-gravity cannot be used in the icy vacuum of space, where lubrication is a problem and some of their metallic components may become brittle. Robots are affected by explosive decompression as are human beings; those armoured to battle dress standards can be exposed to space without ill effect.

As a final note, so far as robots are concerned (except biffos or warbots) all intelligent beings have an equal right to go anywhere or do anything they please, so long as violence is eschewed.

Medical Rescue Servo

This unit is perhaps too conscientious, for example, it has a penchant for seizing people who are, say, fighting fires and dragging them off so that they will be safe, leaving the fire raging unchecked. The servo is generally not moved by pleas to release its charges until they are safely out of danger, and may decide even then that they don't know what's good for them or have been deranged by shock. Servos also indulge in such activities as stealing cigarettes because they're bad for you, reminding you to dress warmly every time you venture outside, and so on; one particularly annoying habit they have is to follow people around since they never know when they might be needed, often getting in the way at critical moments.

Robodoc

The robodoc shares some of the medical rescue servo's faults, though it is more intelligent and immobile and therefore more bearable. It thus tends to restrict itself to pompous lectures about the necessity of a balanced diet and regular exercise, and upon occasion will ask a character if he would like his appearance improved by plastic surgery while he is under the anaesthetic. If connected to medical rescue servos, it will also try to help wounded in battles impartially, and may ignore a player for an enemy who is more drastically wounded if left to its own devices. In times when its facilities are overloaded, the robodoc will divide injured into three categories; those who will live regardless of treatment, those who will die regardless of treatment, and those who will only survive if treated. It then treats only those in the third category.

Dedicated Vehicle Droids

At higher Tech Levels, these become increasingly contemptuous of human crew members who do not match up to their own high standards. The gunnery versions are not prone to this, but are very enthusiastic and will continuously interrupt with pleas to be allowed to shoot something, estimates of the ship or vehicle's chance of destroying anything in sight, and so on.

Valet Droids/Androids

The main problem with these droids is their humility and attempts to ingratiate themselves, especially at higher Tech Levels. The Tech 15 android in particular is always finding a way to fetch attempting sweetmeat (which naturally brings it into conflict with robodocs), polish boots (often at the most inconvenient moment), embroider floral patterns on combat fatigues, and generally be so helpful that it is acutely annoying. It is much given to heaping praise upon its masters and being servile and apologetic without real cause. On the plus side, it will leap into the path of an incoming missile even faster than the other droids – but will then make lengthy dying speeches about how grateful it is that the termination of its own worthless existence has saved the life of a Master.

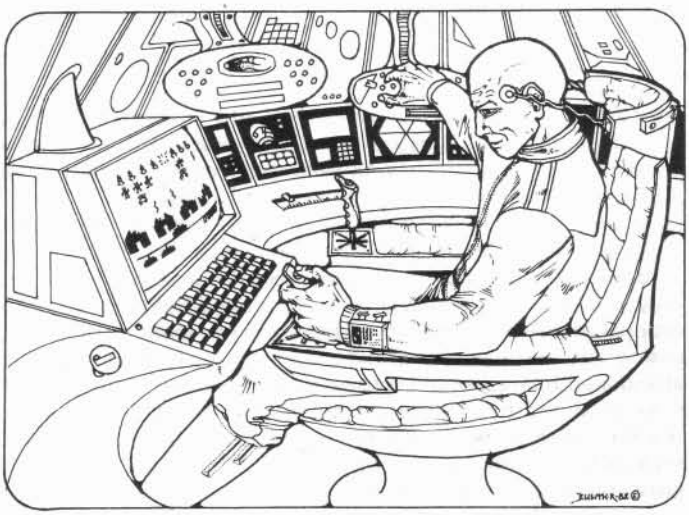
Guardbot

Note that only the Tech 15 biffo is capable of actually injuring someone in the course of duty; the others will threaten occasionally, but if it comes to the crunch they will shy away from actually harming anyone. Since the types are externally similar, it is difficult to tell which sort you are facing, and they will take advantage of this. If faced with a more squeamish biffo, it could be diverted by for example threatening to shoot yourself unless it went away.

The second fault is not apparent until captured by a biffo; it will then spout unending saccharine morality, platitudes about the immoral nature of a life of crime, and the inevitable bad end awaiting all who stray from the straight and narrow.

I would like to thank Graham Liddiard and John Dongray for their help and ideas concerning robots of all kinds. ■

Microview *is* White Dwarf*'s new computer department, edited by Mike Costello.*



Space Invader

by Mike Costello

What can microcomputers do for the role-playing gamer? When used properly, micros can confer enormous benefits on the players of any reasonably complex game system. If on the other hand an attempt is made to do more with them than they are capable of, the result can be frustrating and disappointing, and users will become very sceptical of the exaggerated claims made on behalf of games programs and of the latest machine to appear on the market.

In this new department we'll be looking at some of the applications of microcomputers to SF and fantasy games. We will focus not only on new commercial software from established manufacturers, but also on programs that the users themselves have come up with. My experience as editor of *The War Machine* has been that there is a rich vein of programming talent in the UK, which has manifested itself in a large number of game-assistance programs for existing manual games, including role-playing systems, wargames and miniatures rules. We'll feature examples of this work, for a variety of popular micros, in future issues.

Since we only have a page, we will have to choose from among the wide range of possible material that could be covered by the department. This is where you can help us: we need to know whether you want to see game reviews, listings, explanations of programming techniques, reports from software authors on their work-in-progress, or perhaps more wide-ranging material, such as computer-moderated play-by-mail games. Write to me at *White Dwarf*'s editorial address with some news of yourself and your views on computers in gaming. While you're telling us what you'd like to see in the department, let us know also the kind of hardware you have; if you're still thinking about buying a micro, it would be interesting to know which machines you're considering, and what information you feel you lack in order to make up your mind.

Paying the Price

You can buy a perfectly good game or rules book for £10 or less; why should you have to pay anything between £70 and £1200 for a computer, and then another £10-plus for each piece of games software you want to run on it? A microcomputer is certainly not a cheap piece of equipment, although prices have come down a lot in the past five years. However, role-playing gamers are in an unusual position because they normally play in groups of four or more, and, of course, only one micro is needed between them for use in game-assisstance for their regular campaigns and adventures. They may arrange to club together for a machine, as a number of groups around the country have already done, or they can consider looking around for one or two more members to join their group, paying more attention to the bank balances of the new recruits than their game-playing background. More simply, they can find someone who has a micro already and attempt to interest him in *Traveller*, *D&D* etc. Bear in mind that with an estimated 550,000 microcomputers in the UK as at the beginning of May 1982 (and another 40,000 being sold every month, largely thanks to Clive Sinclair), you don't have to go very far to find an owner who has tired of Breakout and Hangman and is looking for a real game.

In practice, of course, a microcomputer is not just a games machine but is a general-purpose device for numerous other applications, and you may well find that it comes in handy for all sorts of uses not anticipated when the original purchase was made. If the worst comes to the worst, and you decide that the whole idea was a mistake, it should be possible to sell the machine second-hand for about 80% of the purchase price. Most brands of micro maintain their value rather well.

GAP

This seems to be the accepted acronym for Game-Assistance Program and refers to any computer program which two or more players use during play of any manual game. Some role-playing systems are afflicted by what wargamers call 'dirty mechanics'; one or two aspects of the system, typically the combat mechanics, involve the players in a great deal of die-rolling and mental arithmetic, slowing down play considerably. Many computer gamers have already developed programs which handle this aspect of their chosen game, accepting input from the players which details the particular circumstances of combat, computing the results and displaying them on the screen so that play can proceed. Depending on the system being used, the screen display can be made available to all the players or just to the games master.

These programs can however be of considerable use to a GM who is setting up a campaign and wants to generate large amounts of detail to 'fill in' the outlines of his plot. The series by Paul Vernon in recent editions of *WD* is a good example of a method of generating such detail in a consistent fashion, by building up an economic structure that underlies the society in which a campaign is to take place.

Unfortunately, the series also illustrates the way in which additions to an existing game structure tend to increase the amount of work necessary to set up the game. An enormous amount of additional paperwork by the GM will be needed to figure out the salaries, living expenses etc for even a small number of NPCs, and this is only the tip of the iceberg. As soon as an NPC realises that he has a surplus of income over expenditure, he will want to invest it at some rate of compound interest, on which he will of course be taxed at a rate depending on the tax band applying to his net income after allowances . . . any GM who wants to go in for this sort of enhancement to the realism of his campaign has little option but to put the whole system on a computer. After the preliminary work has been done, which in this case involves typing in tables of details such as income rates for different character classes, the program will be able to accept a description from the GM of the kind of character he wishes to generate, and respond with full specifications of the character's financial requirements, income-generating ability, non-liquid assets and so forth. Programs of this sort are comparatively straightforward to write because the logical structure of the program can be kept at a simple level, working out calculations and returning the results to the user one step at a time.

If you have access to a micro and are wondering what sort of programming project you should choose as your first attempt at writing software, a limited game-assistance routine of this general type is probably the best starting point. If you come up with a workable program, let us know about it so that we can give details in *Microview* for other players. ■

A Guide to Dungeon Mastering

Part 1: Setting up Adventures

by Lewis Pulsipher

Ideas

Where do you get ideas for adventures? First, read and reread the rules. Ask yourself how monsters, spells, or magic items might be interestingly combined. Think about the economic and sociological implications of various rules. Imagine what you would do if you were a beholder, an orc chief, a magician, a noble or bandit.

Second, record your ideas as they come to you, in a small notebook. Whenever you read rules or literature, and whenever you play the game, keep the notebook nearby and write ideas down *immediately*, leaving plenty of space for later expansion. All too often, you'll find that you'll forget an idea if you don't write it down. Moreover, having all the ideas in one place helps you combine and work with them when you have a spare moment. As you read through your idea book you'll find yourself thinking of additional possibilities. The bare idea may sit in your book for months or years before you work it out fully and incorporate it into your world.

Third, any fiction you read can be a source of ideas, but two particularly rich, if rather obscure, sources are Stith Thompson's *Motif Index of Folklore Literature* and *Bullfinch's Mythology*. The former, amounting to six large volumes, literally lists every basic plot and oddity of every known folk story of dozens of cultures. While it cannot be called easy reading, there are dozens of simple usable ideas. Bullfinch is far more readable, though occasionally archaic in style. Here you'll find the legends of Roland and Charlemagne, King Arthur, the Greek and Roman heroes, the Norse gods, etc.

Fourth, the most accessible idea source is other DMs and players. If necessary you can borrow entire situations, it's better to modify or pick out certain aspects. Jokes and fears of the players can provide ideas. When you play, if you wonder why the DM didn't arrange such-and-such, or if you feared something which didn't occur, write it down and use it yourself.

Rationales

At first you won't worry about why this strange hole in the ground, a 'dungeon' filled with nasties, exists. But in medieval times dungeons, when they existed at all, were small and often above ground. How about some believable reasons why a place of adventure exists, for those players who can't accept the unlikely (if not slightly silly) dungeon idea?

Briefly: in a magic-rich universe like the worlds of *D&D* the only effective defences will be underground defences. The traditional medieval castle can be blown down, climbed over, *dimension doored* into, flown over, and so on. Consequently, an abandoned fortress would consist largely of underground passages now inhabited by monsters. Underground burial areas, such as the Roman catacombs, suggest further adventures. Natural caves, such as Mammoth Caves in Kentucky, or abandoned burrows of giant insects and snakes, might be used by evil creatures as hideouts. Some *D&D* monsters customarily burrow out tunnels in earth or rock, and some giant insects, such as bees and ants, build large nests – what about an ant hill 200 feet high? Finally, large dwellings may be adapted for above ground adventures, and religious buildings, whether under or above ground, could be vaster than a gothic cathedral.

Scenario vs Environment

There are two ways to create places of adventure. You can make places for a particular party of adventurers, a scenario specifically designed to fit the capabilities of the characters and, more important, the preferences of the players. Or, you can design a variety of places suitable for a range of strength and, you hope, interesting enough for anyone likely to play in your world. The first method is scenario design, the second environment design. Obviously, a DM can be more impartial in environment design, but it may be harder to create environments which will result in good games because more variables must be accounted for. If you intend to run a campaign, you might ask the players which sort they prefer; but generally, a novice DM is better off with environment design because his mistakes are less likely to ruin the adventure.

Information

You must decide how much information you should make available to the players. In general, players should not know more than their characters would, but this restriction is not always possible because of the limitations of game format.

Let's be specific. Let the players roll saving throws, attack dice, and probably damage dice, because this gives them a strong sense of participation in the game. (Moreover, they can't accuse you of fixing the dice results). Have each player throw a few d20 before the game starts, and record one or two results to be used when a character must save but the player shouldn't know about it. For most situations the character might know that he was under magical attack or otherwise in trouble. Although you let the player know what they roll to hit, which may enable them to figure out that an enemy has unusual protection, the character might know he was swinging well enough to do damage but wasn't connecting. You aren't giving anything away.

On the other hand, a thief shouldn't know whether he has successfully hidden in shadows. I have the thief roll into a box held above his eye level, so I can look at the roll but he can't. Many DMs just roll themselves for hiding. Don't tell players what a monster is as it approaches – tell them what the characters (think they) see. It's too easy to give away information by saying, for example, 'you see four werewolves ahead'. The characters shouldn't know whether they're facing normal wolves or werewolves. Don't say how many hit points a monster has, just describe its general condition (seems unaffected, bleeding, bleeding heavily, staggering, motionless on the floor). Similarly, when a character is reduced to zero or fewer hit points, don't reveal whether the victim is dead or simply unconscious until someone stops to look for breathing.

Don't give away character experience levels. There is no way to discern the level of a character, except by the spells he casts – even a second level can have enough money to look rich; appearance proves nothing.

Preparation and Organisation

You should have your wandering monsters prepared on 3" by 5" cards, so that there is no delay when the party encounters one – and so that the party won't know whether the monster is a wanderer or one you placed there for some reason. Further, you should roll the die to determine when wanderers will appear during the adventure, marking the results on your Time Chart. This is a sheet of numbered areas (small boxes for melee rounds, larger rectangles for turns). Place it in a page protector and mark off the relevant area with a grease pencil as time passes during the adventure. You can also mark when long duration spells expire and any other information that will help you run the adventure smoothly. The more you prepare ahead of time, the more fun the game will be for all concerned.

You will probably devise situations in which one character may be affected in some way unknown to the others. Prepare 3" by 5" cards explaining the effect, so that you can give one to the victim and continue the game without interruption. If you're an artist you can draw scenes, or you might collect picture postcards to show to players when they're outdoors. This will be quicker and more tangible than an oral description.

I use square and hex grid sheets to regulate movement of characters and monsters, rather than measure in inches. Squares are best for indoors, hexes for outdoors. A scale of three and a third feet per square is best, though some people use five per square, while the outdoor scale will vary with the activity and terrain. Every creature should be represented by a miniature figure or cardboard piece. The players must not be allowed to shuffle their characters around anytime, at will, for this will create chaos and engender cheating and arguments. At first some people just can't keep their hands off their pieces, but they can be trained. Only a veteran DM who knows his players should ever try to run an encounter without resort to a complete set-up on the appropriate grid, which allows everyone to see what is happening. It saves much aggravation.

Treasures

Vary your treasures so that they lead to further adventures, or complications in the present adventure. Treasures made up solely of coins, gems, and jewellery get boring after a while. For example, some ancient coins valuable to numismatists, archeologists, or other sages would be worth more than face value, provided the players noticed the difference and then found someone who wanted to buy them. Art objects, whether paintings, sculpture, or metalwork, are valuable only insofar as a buyer can be found. If the players don't work to find a buyer then they'll earn fewer gold pieces (and less experience) from the treasure they've found. Information is another valuable treasure which, though not amounting to many experience points in itself, can help characters find large treasures or better utilize treasures (including magic items) they find. For example, a book on mining by a skilled dwarf might be worth a lot of money to human miners. A diary or scroll fragment might give a clue to the location of a treasure, or reveal some illicit relationship between a trusted ally and an enemy. Finally, very large or very heavy treasures, such as thrones, can test the ingenuity of the players and force them to return later with proper equipment to bring the object out, or to disassemble it.

Gaining Levels

I have met few people who use the method of gaining levels described on page 86 of the *DMG*. Simple calculations show that even an exemplar of his class will, at low levels, spend half his time adventuring without gaining experience points, just to obtain enough money to pay to rise to the next level. Perhaps this rule was inserted to slow down those DMs who customarily rush players through the first few levels. But in a more believable game this is a crippling restraint. Using the system beginning at fifth or sixth level does keep down the money supply.

It's hard to say how many adventures a character should survive before going up a level, or what the 'kill rate' should be. Some players think that two adventures times the number of the level a character is trying to attain is a good number (eg four adventures to reach second level, ten to rise from fourth to fifth). I prefer about 6-8 per level until the character is trying for seventh level or so, when even more adventures will be needed. If it's tough from the beginning to rise, the power of higher levels is all the more appreciated, and it's easier for the DM to keep control of the game. *AD&D* starts to break down when characters are in double figure experience levels: there are too many options, too much magic, too few good monsters. The game is probably best with third to sixth level characters. Of course, other persons have different opinions, for example, the DMs who *start* players at third or fourth level.

AD&D is a much better game when all characters in a party are of roughly equal levels. For example, a party predominantly of fifth level characters should include none lower than fourth (or possibly a strong third) or higher then sixth. If the variation is too great the lower levels either stand around watching others do the work, or they become cannon fodder, doing all the dirty jobs. Moreover, the low levels can get a quick ride upward in experience in this way. If you have a high level campaign then this may be OK. I prefer characters to struggle upward so that they really savor their power when they reach higher levels. People who play a few months in order to reach fifth level are missing much of the interest in the game. Players who have worked long and hard to attain higher levels won't appreaciate a rapid rise by other players, either.

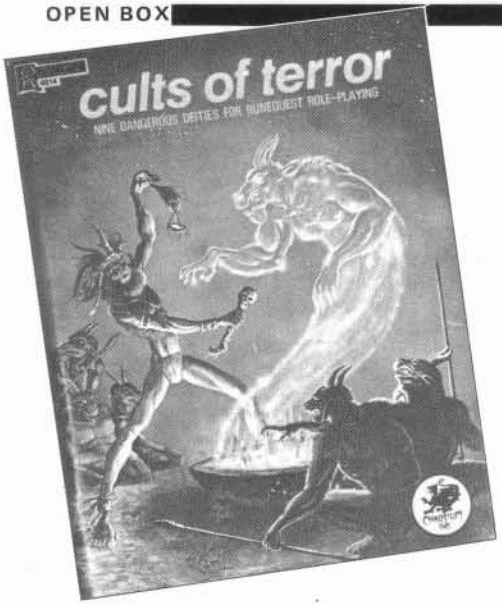
When it takes many adventures to go up, the 'kill rate' (percentage of characters killed each adventure) had better be low or no one will live long enough to rise far. Of course, death followed by *resurrection* is much less disastrous than death when *resurrection* is unlikely. A good DM does not necessarily have a high kill rate – in fact, good DMs do not, unless they play with a pack of idiots, but when someone is killed it is both depressing and frightening, not merely 'ho, hum, another one dead'. A better measure of a good DM is how long it takes characters to rise levels. After all, you can kill dozens, but if the rest of the characters rise at one level per adventure there are going to be a lot of high level characters around soon. In a well-DMed campaign, as long as the players play sensibly and imaginatively, few characters will die; but if they really foul up, the entire party may be massacred. A DM who strives to kill X number of characters each adventure is a bad DM.

Miscellaneous Mechanics

I don't use the initiative system described in the *DMG*. When the entire side moves before the other you can get ludicrous results. For example, one side may rush into a room and surround an unsurprised party, individually, before they can even move. If you must use this system, move by segments, not by rounds. I use simultaneous movement: the DM decides where the monsters will go, the player characters begin to move, the monsters move at the same time, and both can react to the movements of the other as they go. This is more 'realistic', and the use of a referee in the game makes it easy to do – what's the DM for but to make the mechanics easier? In cases where a creature in melee is killed, or is trying to do something other than fight, initiative dice can be rolled for the creatures involved, taking into account wounds, dexterity, and so on. This requires less dice rolling than the standard method.

If you follow exactly the rules for burning oil, and your players are clever, dungeon adventures will turn into firebombing raids. I don't allow firebombs to be used at all, though characters may pool oil on the floor and fire it with a torch, or throw down a lantern with some hope that a fire will start, reasoning that lantern oils are not highly inflammable, closer to modern engine oil than to petrol. Petrol (gasoline), paraffin (kerosene), and other highly inflammable derivatives of petroleum cannot be produced by medieval or even early modern technology. Alcohol burns easily, but distilling was not practiced in medieval times, so it's easy enough to say that pure alcohol isn't available in the *D&D* world.

Next issue: Monsters & Magic. ■



In Open Box, *Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

CULTS OF TERROR
Chaosium £6.95

For GMs who set their campaigns in *Glorantha* and use the *RuneQuest* religious structures and cosmology, and for all those who wish to know more of this fascinating world, this book is essential reading. The bulk of it consists of accounts of nine Chaotic cults (by different authors), but the Introduction contains the clearest account so far published of *Glorantha's* history to the present (the Hero Wars), including an explanation of why and how Chaos came into the world, and there is much other useful material, especially relating to disease and healing.

The cults are set out as in *Cults of Prax*, and excerpts from the reminiscences of Paulis, a Lunar noble who became involved in the struggle between the Bilini kingdom and the Chaos-infested land of Dorastor, bring them to life. The most fearsome cults are Mallia (disease), Vivamort (vampires), Krarsht (the Waiting Mouth, symbolising endless greed for power and linked to the criminal Black Fang cult), and Thanatar, a complex cult presented in great detail, for those who are willing to exploit others' abilities by taking and preserving their heads so that the knowledge they contain can be drawn upon. Others are Primal Chaos, which underlies all the others, Bagog and Thed, the national cults of scorpion men and broos, the Lunar Cult of the Crimson Bat, and the subtle Nysalor/Gbaji cult, essentially a philosophical questioning of the realities of existence and morality, not inherently evil but allowing the possibility of going bad. Except in the Lunar Empire, Nysalor/Gbaji cultists will rarely be encountered, and they are not especially dangerous.

For a fuller understanding of the main forms of intelligent Chaotic creature GMs will need Cacodemon, the cult favoured by ogres, published in *Griffin Mountain*, but if they use *Cults of Terror* they should have little difficulty in presenting such creatures as members of functioning societies, with motivations and aspirations beyond mindless malevolence (which Chaotic creatures lacking intelligence can still display). Vampires' strengths and vulnerabilities are set out more or less completely; it is clear from Paulis' account that silver is especially effective against them, but this is not explained (are they, like lycanthropes, only vulnerable to Rune Metals?). They differ from the vampires in *Foes* and *The Hellpits of Nightfang*, it may be noted; being Rune Priests or Lords, they have Initiate followers to protect them, but clever exploiting of their vulnerabilities (assuming that these are widely known) should make them less formidable than they appear. By comparison with these, the followers of Mallia (who will include many broos), Thed, and Bagog are considerably less tough below Rune level. As for the Crimson Bat, the only sensible thing is to keep out of its way! GMs and players should remember that it moves, with its cult members, around the Lunar border territories, and that strangers are prime targets for Bat-fodder.

There are queries raised by the new Cults Compatibility Table, in general a great improvement; but it remains implausible that Daka Fal, which is anti-Chaotic, should be friendly to Seven Mothers or associated with Thed, despite shared Rune spells, and Krarsht would surely be a full enemy to Storm Bull, while the Crimson Bat would be merely hostile. Chaos should also be one of the Runes of Krarsht, surely. But overall, tremendous stuff.

Overall: 6 **Oliver Dickinson**

AFTERMATH!
Fantasy Games Unlimited £12.95

This is a science fiction role-playing game set in a post-holocaust world several decades hence. Inside the box are the traditional three rules booklets, a cardstock character sheet, and a large and comprehensive referee's screen. There is also a short introductory scenario – essentially just a bar-room brawl to get you used to the combat system.

Book 1 is entitled *Basic Rules*. Characters, combat, movement, improvement of characters, diseases, poisons, uses of tools, and some general stuff comprising notes on being a player, on being a gamemaster, and what FRP is all about. This is the book which GM and players need to refer to constantly, at least at first.

Book 2 is *Survivors of the Aftermath:* this is the player's handbook. It gives more information on character generation – be warned, you need to read both Books 1 and 2 to generate characters properly. Then follow sections on skills, firearms, explosives, barter, equipment, vehicles, survival

(including hunting, trapping, starvation, thirst, weather and cannibalism), and the best section I have ever seen describing what player characters are up to in this game and how they might best be handled. Advice to the GM: Get a couple of copies of p69 here, they will be needed in the first couple of sessions.

Book 3 is the gamesmaster's guide. This covers setting up and running the campaign, encounters, hazards and foraging, animals and NPCs, technology, mutation (sensibly handled for once), and a large-scale combat system for the day when the players have hundreds of their minions to hand. Finally, there is a section on 'reputation'; as they adventure, characters eventually become famous (or infamous) and NPCs may recognise them – which could be good or bad.

The rules of this game defy description. I cannot honestly think of anything I would want to know that is not given at least a couple of pages in one or other of the books. The complexity of the game is best indicated by the character sheet; it bears a picture of the character, divided into areas. You pencil in what armour he is wearing in each of the 30-odd areas. The realism is unparalleled.

The only area of the rules that did surprise me was the section on setting up a campaign. This is almost a throwback to the early days of FRP; the GM is actually left with very little to go on. This is not a bad thing; each will have his own idea about how civilisation as we know it ended, and the rules are sufficiently flexible to allow for whichever way you choose. But be very careful. This is no game for the novice, either as player or GM. You must know exactly where you are going, and why, before you let the first group of adventurers scuttle fearfully out into the daylight.

I found it a depressing game. You can actually see yourself crouching in the radiation-blasted rubble of Stoke-on-Trent (or wherever), fighting another survivor to the death over a can of rotten dogfood 20 years old. Unless the players have a definite goal to bind them together, the game will deteriorate into a dog-eat-dog bloodbath. I felt the best way to set a goal

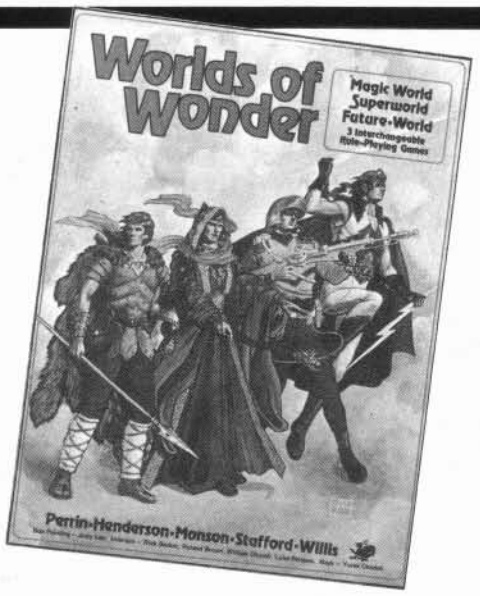
was to have Earth dominated by evil alien enslavers, which is corny, but the players then have a simple common goal: Kill the alien scum, Terra shall be free!

If you want an accurate role-player set in any period of history up to about AD 2100, and are prepared to roll your own background, you could do it from this game.

My overall verdict is, buy it. It's expensive, but I think you'll agree with me that it is worth the price.

Overall: 10 **Andy Slack**

WORLDS OF WONDER
Chaosium Inc **£12.95**



Worlds of Wonder (WOW for short) offers three avenues of escapism: *MagicWorld, SuperWorld,* and *Future World.* In the box is a copy of *Basic Role-Playing;* rulebooks for *MagicWorld, SuperWorld,* and *Future World;* a set of character and reference sheets for each game, one of which shows how the three systems can be linked; a set of character silhouettes featuring heroes, wizards, and intrepid spacers; a pamphlet on Wonder, the city found somewhere on Earth which acts as a nexus point for the three universes; and last but not least, a set of polyhedral dice.

For those unfamiliar with *Basic Role Playing* (or it's parent system *RuneQuest,*) each character is generated using 3 six-sided dice rolled against each of seven characteristics: Strength, Constitution, Size, Intelligence, Power; Dexterity and Charisma. The character is then assigned percentages for various activities, such as Jumping, Moving Quietly or striking with a sword. Whenever a situation arises where a character needs to perform such an activity, percentage dice are rolled and compared with the characters percentage in that particular skill. If the dice roll equals or is lower than the required percentage, then the character is successful. Once out of the 'sticky situation' the character may have gained 'experience', and learned to do the thing better. If the character rolls less than the difference between his skill percentage and 100 while making an experience roll, then the character gains 'experience' and adds a percentage to his normal chance of performing the said action.

Once the character is generated, the reader is guided through a series of well-written chapters, each explaining the ins and outs of Role-Playing and the game in general. Examples illustrate the mechanics of character generation, combat, the use of skills, experience, and many of the concepts which beginning players find difficult to grasp. To round out the examples and get the reader adventuring as soon as possible, a solo scenario is provided.

As each game is interchangeable, the ambitious referee can now liven thing up for those super-powered characters who crop up every so often. Imagine the scene:

While hunting for a bear believed to be terrorising the local neighbourhood, Yand the Bland finds a weathered, but sturdy looking staff. Later on during the day Yand is surprised by several hungry-looking goblins. Realising that a good defence lies in a strong attack, Yand takes the fight to the evil creatures and leaps to the attack. As he bops the leading goblin on the head, something weird happens. Several sound effects, three blue flashes and a puff of smoke later, Yand notices a distinct change in personal appearance. He seems to be wearing a brightly coloured costume which fits rather neatly over his – superbly muscled frame? A somehow familiar war-cry erupts from his throat as he flies off after the fleeing goblins. 'PU PU DNA YYAAWAA!'

Characters generated in *MagicWorld* may join one of four professions: Warrior, Rogue (Thief), Sage (Wise man-cum-healer-cum-odd job man) or Magician. Each profession provides skills to supplement those already possessed. Several new skills are present; among them: Riding, Literacy, Cut Purse and others. Most important of the new skills is Magic. Magicians learn spells as they would normal skills. Each of the spells available can function on different levels of effect, according to taste (depending on whim, you can give a goblin a hot-foot, or cremate him!).

To thwart the would-be Gandalf, Conan, or Grey Mouser, a monster section is given, unfortunately, without 'new' monsters, but modifications are provided to allow 'monsters' as player characters. A scenario rounds out the booklet, this time rather heavier than the one offered in *BRP.*

SuperWorld is for the role-player who wants to zap the bad guy, perform a quick change in a telephone box, or even just wear a funny costume. Superheroes are created by finding the sum of all characteristics, and determining how many hero points are available which are used to purchase superpowers such as Speed, Leaping or Wall Walking; how powerful these powers are, is determined by the amount of hero points used to buy it. For example: 3 hero points will buy the hero an energy beam which does 1d6 damage. If the hero adds another 3 points to his energy beam, then the beam will inflict 2d6 worth of damage.

To supplement available hero points, characters may have power modifiers, or character failings. Character failings range from blindness, to fear of mice. Power modifiers range from having the power only work on Sundays, to the same power not affecting villains clad in black leather underwear. Each power modifier, or character failing is given a point value which is added to your available hero points if you have that particular modifier or failing. This power supplementing can lead to a character who can eat three shredded wheat before destroying the world with his little finger. Of course, the character is blind, deaf, dumb, has no legs, can't talk, takes damage from criticism, and is afraid of the dark.

Rules for melee 'superhero' style are provided; among these are rules for Knock-back, Smashing cars, hitting people over the head with lamp-posts, and pulling punches.

Rules for Guns are also present, plus a list of skills needed for modern living, ie driving, flying a plane etc. A short scenario is also given to aid the ref in planning his own adventures.

Last, but not least, *Future World* allows brave adventurers to tread boldly, where no man has tread before. Characters from *BRP* embark on any of six career paths: Civilian, Imperial Corps of Engineers, Scouts, Army, Science or Criminal. A beginning character spends six years in his chosen career, gaining bonuses to skills according to the career path chosen. Skills in *Future World* range from Pilot to Robotics, to First Aid to weapon skills. Weapons are grouped into six classes: Projectile, Laser, Blaster, Missile, Grenade, and Force Sword. Projectile, Laser and Blaster weapons are further divided into sizes ranging from derringer sized to semi-portable support weapons.

To protect the adventurer from this deadly assortment of weapons there are two defensive tools: Armour (four types), and Force Screens (3 types). Force Screens are projected by a tactical back computer, *Future Worlds'* box of tricks. A short section on equipment supplements the weapons and includes details of small vehicles.

Future World also provides some background information for prospective referees/players introducing the 'Gates' integral to the game. Gates are used for travel between the stars. In effect, they are instantaneous travel portals. We also find out that they have made starships obsolete as a means of space travel – this leaves very little for starships to do – hence the adventurers in *Future Worlds* will probably never set foot on one in their lives. In addition, several alien races are featured, along with provision for player characters to become robots. Again, a short scenario pads out the *Future World* booklet.

In summary, *Worlds of Wonder* is a good buy if your are into swords and sorcery, crimefighting, and space opera (not the game) without starships. Even then, you may feel that *Chaosium* have only provided the 'bones' of each system, leaving you to wait for the release of more material.

Overall: 7 **Trevor Graver**

RuneRites *is a regular department for* RuneQuest *edited by Oliver Dickinson. Here are two new types of intelligent and social creatures. If you send monsters in please try to give them some character; minor variants on the troll theme are not all that interesting* (WF 7 *has official goblins and hobgoblins, derived from the Pavis campaign, anyway*).

RUNEBEASTS

THE VRAK
by Andrew Brice

A vrak looks like a humanoid pterodactyl, standing about 6ft tall but slimmer than a human. The 'wing' is a leathery membrane attached to a limb; the mouth has a beaklike structure, but is totally unsuitable for attacking with. Vrak have night-vision, but are not afraid of daylight or fire.

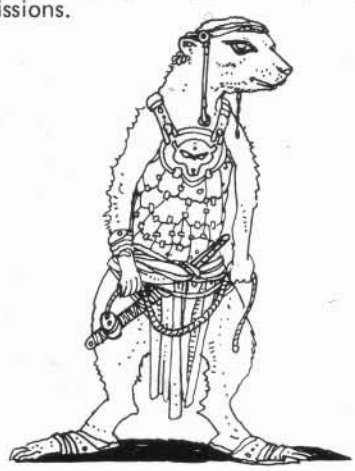
STR: 2d6+6
CON: 3d6
SIZ: 1d6+12
INT: 3d6
POW: 3d6
DEX: 2d6
CHA: 3d6
Move: 4 on land, 10 in the air.
Hit Points: 10-11 average
Treasure Factor: 8 average
Armour: 2-point skin.
Attack: Claw (1d6+1d4) 25%, SR10 (average)
Spells: Variable.
Skills: Flying 80%, Oratory 40%, Evaluate Treasure 25%.
Languages: Most Vrak can speak a humanoid language at about 25% ability.

Vrak live in colonies of from fifty to several thousand. Their society is headed by a triumvirate of elders and senior priests; wisdom is the most respected quality among them. Colonies are usually found in places accessible only to flying creatures, such as cliff-faces and mountain-sides. The vrak generally stay aloof from the affairs of other creatures, in keeping with their worship of the Sky Rune, modified by the Power Runes of Truth and Harmony. But because of the lack of an opposed thumb they cannot manipulate tools or weapons, and must take prisoners to do their manual labour. Their common method of capture is a sudden night attack in overwhelming numbers. Dwarves are the most prized captives, but difficult to acquire, since they rarely appear on the surface world. The captives have a cave of their own, and their overseers' quarters are in adjacent caves. When not working, captives have some freedom of movement within the colony. Vrak speech is a series of guttural cackles and grunts, very difficult for others to understand and even harder to speak. To acquire knowledge of it, captives may be allowed an experience roll once every 2 months but although they may reach 100% in understanding it, they will rarely be able to speak it at more than about 30%.

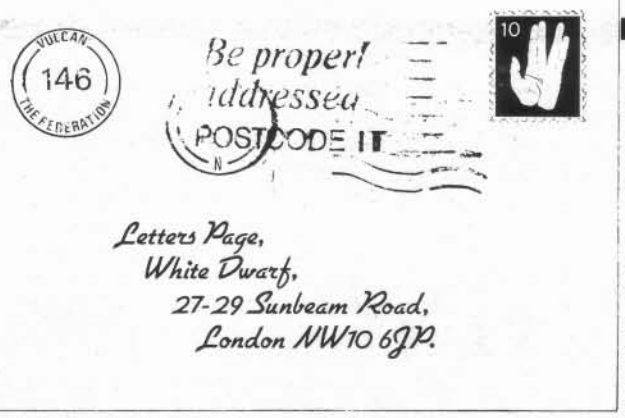
The vrak are very advanced in abstract and philosophical principles; their knowledge is passed down by word of mouth, since they cannot write. Upper echelons are divided into elders, whose main aim is to retain and add to vrak knowledge, and priests, who look after the religious life of the colony. Every colony has a Sky temple, usually a large cavern containing a high altar, with a large opening to the sky directly above it. The minimum requirements for initiation into the priesthood are INT 12 and POW 15, for becoming an apprentice elder INT 15 and CHA 12. Vrak must be initiated before their eighteenth birthdays, voluntarily. (They attain maturity at about 14 and die, at latest, at about 80). The training is long and arduous, lasting about 3 years. At the end of this time it will be determined whether the individual is good enough to become a full priest or elder; a priest must make (INT+POW)x3 or less on d100, an elder (INT+CHA)x3 or less. At the end of training a priest candidate would have 1d6+2 points of battle magic spells, 1d4 chances of a POW gain roll, 1d3+1 chances of improving Oratory by 5%, and 1d3-1 chances of improving Claw Attack by 5%; an elder candidate would have 1d4 chances of a CHA gain roll (20 – CHA, or less, on d20), and 1d3-1 chances of improving Claw Attack by 5%. A vrak who does not pass may usually stay on as a helper or under-priest/elder. A priest may then sacrifice for Rune spells, preside over services, and make further POW gain rolls; an elder may work for the acquisition of knowledge and learn languages, some alchemy, and Evaluate Treasure. In addition, both may have a seat on the council, teach candidates, have followers, and lead expeditions. Priests and elders may become eligible to join the triumvirate; eligibility is based on seniority, INT and CHA.

THE NACHAK
by Peter Davies

The Nachak are small, wiry creatures loosely connected with the Darkness and Disorder Runes, who work in small groups (up to 15 or so) spreading death and damage among humans and dwarves. They fear the thick-skinned trolls, who can see them in the dark (and the dwarves to a lesser extent, because they are not so fearsome), and the swift elves who can catch them as they flee. They are highly intelligent, and will use cunning, stealth, traps, and magic to gain treasures and special items, as well as food. Their lair will generally be in some dark secluded place such as a cave, forest, or even some backstreet cellar. They worship an obscure Darkness spirit, but Rune levels are quite rare. Each group of Nachak will have an above-average leader with extensive knowledge of poisons and assassination. Some agents, especially Chaotics, may hire Nachak for undercover missions.



STR: 2d6
CON: 3d6
SIZ: 2d4
INT: 2d6+6
POW: 2d6+6
DEX: 4d6
CHA: 2d6
Move: 10
Hit Points: 9-10 average
Treasure Factor: 7 average
Defence: 20% (This is special, deriving from natural abilities and rigorous training)
Attacks: Sling (1d8), 45%, SR2. Thrown dagger (1d4), 45%, SR2. Dagger (1d4+2-1d4), 25%, SR9. Strangling Cord (1d8+1), 45%, SR9(2). An attack with a strangling cord must be made from behind, by surprise. If the initial damage roll is abosorbed by armour, the target may strike back and/or cry out, but if armour points are exceeded, the victim takes damage to the head and may not strike or cry out. Once damage is caused, the Nachak will hang on, and the victim takes 1d8+1 damage to the head on SR2 each round. Armour will not protect against this subsequent damage, but *protection* and *shield* spells will.
Spells: 4-5 points from the following: *binding, co-ordination, detect life, extinguish, glue 2, mobility, shimmer 2;* the more experienced and leaders will know more, including perhaps spells not listed here, and any group will have a fairly wide range.
Skills: Climbing 50%, Hide Item 40%, Trap Set/Disarm 55%, Spot Hidden Item 40%, Spot Trap 35%, Hide in Cover 65%, Move Quietly 65%, Pick Pockets 40%. ■



Dear *WD*,

I noticed an important typo in *The Town Planner Part II*. Page 16 in the Market Town paragraph, last line reads '. . . from a population of 7,900'. This should read '700-900'.

Yours,
Paul Vernon.

Dear *WD*,

In my article *STL (WD32)* the paragraph headed Maximum Acceleration of Lightjammer was slightly garbled. This was mostly my fault in not explaining it all clearly. The paragraph should read 'Maximum Acceleration of Lightjammer: 0.00001g near sun, decreasing as craft leaves solar system. Extensive use is made of slingshot manoeuvres around planets, of corrective manoeuvres in their shadows and of close solar 'cometary' orbits to build up maximum speed before the craft leaves its solar system'.

I should add that these craft are sometimes launched with strap-on rocket boosters or laser propulsion from a ground base, giving faster acceleration in the earlier stages of a flight. The novel *'The Mote in Gods Eye'* by Niven and Pournelle gives a good description of this process.

Yours,
Marcus L Rowland.

Dear *WD*,

Firstly, may I congratulate you on the *Town Planner* series. I have found it very useful in the construction of a new setting for an adventuring base. I think that this realism (if that is the right word) in fantasy really improves an adventure.

Secondly, I have read several times about the flexibility of HPs for wounds in that the majority of them represent the gradual weakening of a character in combat and not the physical ability to take punishment. If this is so, would it not be carried over to other efforts involving physical effort. Assuming HPs are a measure of the physical shape of a person, should not HPs be taken off for various activities. The *PHB* says that the total of a players HPs should be given as 'strong', 'fatigued' or 'very weak', for each 1/3 of total HPs left. Why not remove HPs for physical activity, an example being those characters who seem to be able to walk round a dungeon for 24 hours without stopping. I think at least a 5 minute rest an hour would not be unreasonable. For each rest missed the party members should lose 1 hit point. This would effect lower level characters more (as they are not used to such activity). The HP loss could be greater if strenuous activity is taken without rest (modified by Constitution). These HPs could be recovered by resting or sleeping. I think this would be a more realistic use of hit points reflecting the physical shape of a character, and not just the ability to absorb wounds.

Yours,
Richard Thorpe, Romford.

Dear *WD*,

I feel sure there must be a misprint in Ken St Andre's article *A World of Your Own (WD32)*. Surely the first sentence at para 2 should read 'Since I am the kind of person who can easily adapt someone else's rules. . . . .'?

Please do not take this as a criticism — misprints occur from time to time even in the best magazines.

Yours sincerely,
Don Turnbull, Cambridge.

Dear *WD*,

I would like to suggest that the relationship between law and chaos be treated much in the same light as a modern political one. A Chaotic character need not be merely strongly self-willed, as Peter Clinch in *WD 30* suggested, to be judged good or evil purely on the consequences of unguided reactions. Rather he or she could be seen as anarchistic: opposed to a controlled system of politics, society, business and even day-to day affairs, and in favour of a greater freedom of action. Rejecting, say, the dictates of a church, he might indeed be strongly self-willed, or else he may look to 'democratic' agreement, for example amongst a party of adventurers. Remember that, in Medieval times democracy was regarded by the (law-making) establishment much as the latter regards the political creed of 'anarchy' today.

A Chaotic character would have little regard for the rules, regulations and morals of a society; the law may be corrupt, and the mores of different societies may be very diverse. One who rejects them may not be regarded as evil in another time or place. Robin Hood could be seen as a Chaotic Good character though portrayed in our legends as the champion of supposedly Lawful Good Richard the Lionheart. Thus a Chaotic chap can be just as concerned about the consequences of his reactions as his lawful next-door neighbour, who, though a Christian, tolerates a 'necessary evil' simply because it is necessary to sustain and observe the dictates of his Church.

I would like to question the requirement that a paladin be Lawful Good. In the Catholic Church, governed from Rome, the emphasis is on law and order, but in other religions this is not always the case. The spread of Islam across North-West Africa was achieved by individual preachers on a very disorganised basis, and in other more primitive African and Asian societies, this disorganisation becomes more and more obviously chaotic. Could not a paladin be at least Neutral Good, if not even Chaotic Good? In Medieval times, our Church was more Lawful Neutral than Good, at least by modern standards.

The whole issue of alignment is relative, but I would suggest it is a valuable element in the game if only to give the characters 'Cowboy-and-Indian' type 'sides'. Unless the issue of nationality or religion or whatever is emphasised, alignment can provide the only sense of 'belonging' for a character above the purely personal. But in the end, *AD&D* is a skeleton of rules around which we can contrast individually-tailored games: the sole object is enjoyment, not rigid observance of the rules, and if the concept of alignment adds only to the latter, and not the former, why worry about it? In my opinion it is worth persevering, but, as with the paladin, an alteration that I consider justified is never denied simply because 'it isn't in the rules'. . .

Yours,
R M Egan, Bristol.

Dear *WD*,

I am glad to see that *WD* has finally gone monthly — two months was always too long to wait for the next issue. I have no fears about the standard falling — indeed, I expect if to improve dramatically.

I agree with M Quartermain *(WD31)* about increasing the range of games covered by *WD*. As the 'official' magazine of British role-playing, *WD* should push forward, lighting the way, as it were, and give readers a chance to look at new or 'minority' role playing games — like the *Fantasy Trip* and *Top Secret* — by publishing articles and scenarios on them. As it is, I fear that WD tends to trail behind the market, and doggedly respond to follow it.

Apart from additional and more diverse scenarios, an expansion of Open Box could help increase the scope of *WD*. It should be the aim to review every new game that comes on the market. There should be an attempt to feature a scenario based on that game shortly afterwards, and then invite some discussion on the letters page. If any extra room is needed, I would suggest that both Fiend Factory and Treasure Chest could do with a rest — though not necessarily a permanent one. However, I would hope that the increased frequency of publication will allow *WD* to look wider (in an ever widening field), without forsaking any of the 'proven' features. Perhaps, with a little encouragement, British role playing might be inspired to rise to the challenge and produce some new role playing games, like those suggested in Roger Moore's prodigious list *(WD32)* rather than leaving it all to our American cousins.

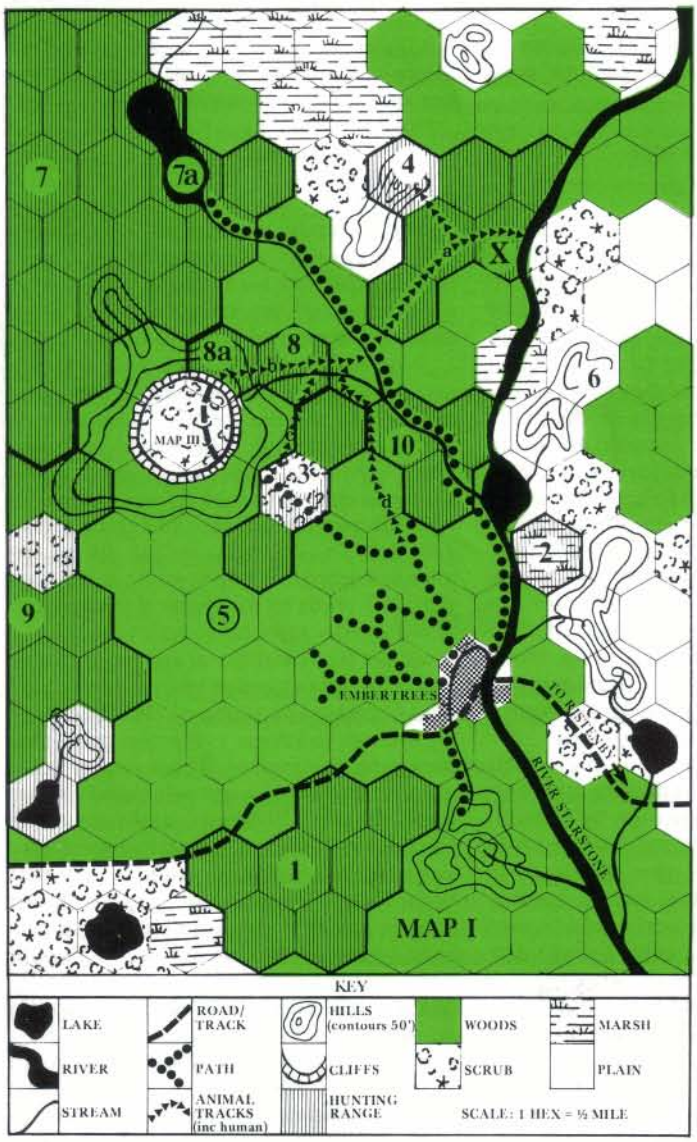
In passing may I congratulate Geoff Winn *(WD31)* for his excellent article, *Crime & Punishment*. At last there is a way to keep errant characters on the straight and narrow, without resorting to the 'ultimate' sanction of Divine Fury. I only wonder which God thought of it first!

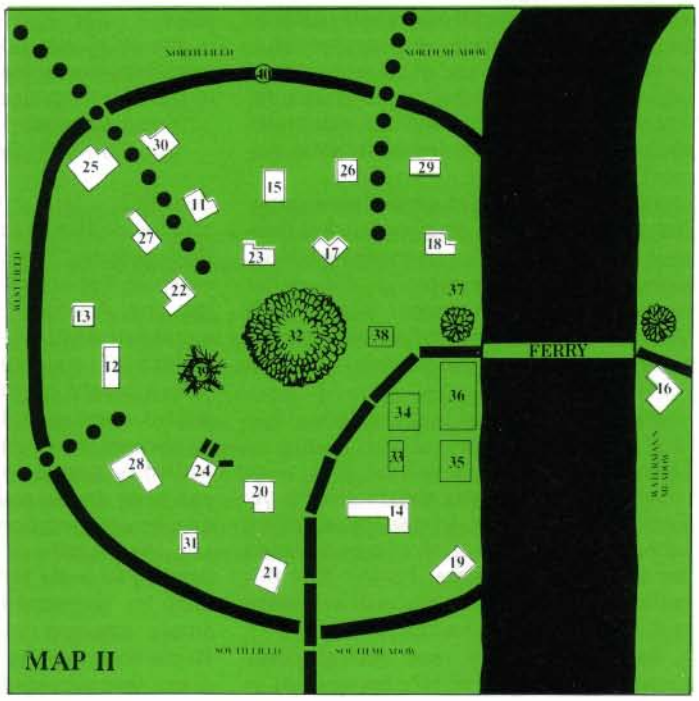
Yours sincerely,
Nicholas J R Dougan, East Lothian.

AN AD&D MINI-CAMPAIGN FOR EXPERIENCED PLAYERS WITH 5-8 CHARACTERS OF LEVEL 1-2.

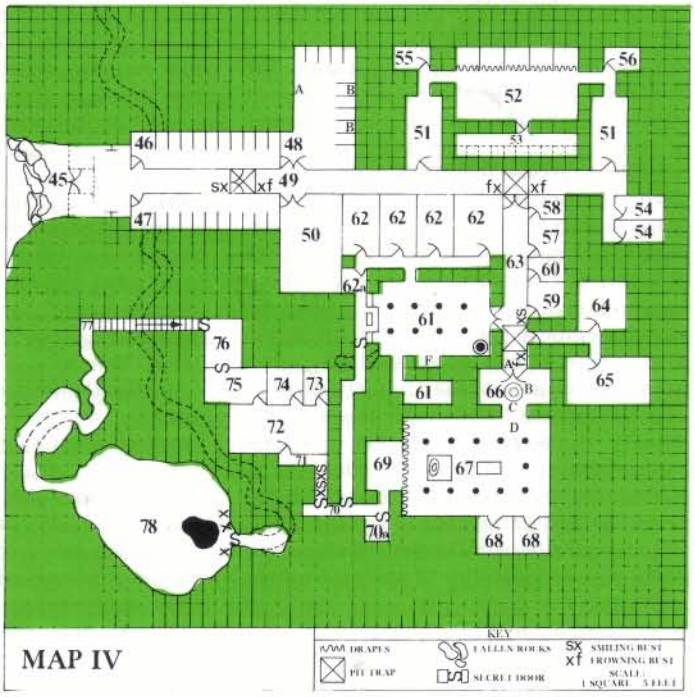
by PAUL VERNON

TROUBLES AT EMBERTREES





MAP I: WILDERNESS
MAP II: VILLAGE OF EMBERTREES
MAP III: VALLEY OF EMBERTREES
MAP IV: TEMPLE OF PELLARN



DMs NOTES

MM indicates a monster described in the *Monster Manual.*
FF indicates a monster described in the *Fiend Folio.*
WD indicates a monster described in an issue of *White Dwarf.*
NPCs are described in the following way: Age; wealth (in property)/(in moveable goods, cash etc); (class) level (Hit dice); Armour Class; Hits to Kill; Alignment. Where characteristics are given they are in the order S/I/W/D/Con/Ch.
There is no DMs introduction as such to save duplication. Notes will be found in the relevant sections. *A thorough reading by the DM is necessary before play begins.* Numbers in brackets refer to the relevant areas in the text.

PLAYERS' INTRODUCTION

The party has spent the last three weeks guarding a merchant carrying dyestuffs to Ristenby in the northern county of Starstone, and their employer mentioned that his friend Tomkin Knott, a master woodcarver, might have more lucrative work for them if approached first thing tomorrow morning. When they arrive at Tomkin's prosperous-looking residence, and are then ushered upstairs to be addressed by Tomkin from his sickbed, he will explain that he is recovering from a poisoning attempt which could have proved fatal but for a clerical friend and that a previously loyal servant, Martin Fairacre, disappeared two days ago after serving him wine later found to contain a slow-acting poison. Martin, a sickly youth of 17 was from the village of Embertrees.

Growing only near Embertrees, 15 miles to the west, is the emberwood from which Tomkin's most valuable work is carved. He has a running contract for the emberwood which is coveted by a Ristenby merchant named Dalkor, who would cut all the trees at once. At the village itself livestock has disappeared, villagers have died in mysterious circumstances, and a young girl named Emma Longfurrow (12) has vanished. Strange animals have been seen, especially by Findar Hopwood (24), a hunter.

Dalkor has offered to send mercenaries to clear the area at his own expense, and certain villagers, led by Bardon Hardhand (25) are eager to accept. Broombush (17), the village elder, has refused so far, but feels that any more deaths could lead to his being replaced by Bardon by decision of the village moot. Last night a message from Broombush arrived saying that three villagers who had been cutting wood to the north of the village failed to return in the evening, and that a search party was to leave at first light. Should they accept Tomkin's commission the party must go to Embertrees immediately.

Tomkin will pay the party 600gp to put an end to the troubles at Embertrees. In addition, a scribe acquaintance of Tomkin's will pay 100gp for news of his only son Raldo (56) who is believed to be hunting in the area.

THE VILLAGE OF EMBERTREES

As the party reach the river, a taciturn middle-aged man (Alf Waterman) emerges from the house on their left (16) and offers to ferry them to the village for 2cp each. The villagers are huddled together in small groups, both outside the doorways of the timber-framed thatched houses and upon the green which surrounds a huge oak standing in the village centre. Broombush (17), the village elder, a hirsute, vigorous-looking man in his mid twenties, is waiting by the river, to greet the newcomers. He will quarter the party in 31 and over a jug of ale from Ilsa's (24) will tell them:

Eight of the village men have gone in search of the woodcutters who failed to return from cutting alderwood yesterday. They are expected to return any moment. The troubles began three months ago when Oaknott, then village elder, was killed by a wild beast of some kind. The villagers who found his body say that human footprints were in evidence around, but it rained before Broombush could check.

About two weeks after this old man Fisher and his son (29) were killed whilst hunting with Findar (24), who reported that a huge bear with razor sharp claws was the slayer. Around this time the village pig pen was raided during the heaviest rainstorm the village remembers. Following this nightly village patrols were organised, the village militiamen taking it in turns to make up the 3 man watch.

Two months ago Findar's wife and Kate Greenleaf (15) were found dead and horribly mutilated in the woods where they had gone gathering nuts. The bodies had been robbed. Five weeks ago Burney (24), the village oxherd, lost an ox and his guard dog to a large, fur-covered beast. Around this time two village girls (25) disappeared whilst playing by the river a mile upstream, some tattered bits of bloodstained clothing being all that was found of them. On the same day two hunters were killed by a beast that Findar was too shocked to describe whilst hunting with him. It was suspected that Findar had killed them himself (he's been acting a little strange lately), but a couple of days later a strange winged humanoid was seen carrying the body of Myrtle Longshanks (28) to the NE. Findar confirmed that this was the beast which killed the hunters, and was attacked by it himself a week ago. Twelve days ago Emma Longfurrow disappeared from the village. A search of the area revealed nothing.

Some of the villagers feel that Raldo (56), a stranger from the south who used the village as a base for two hunting expeditions, has disturbed some ancient source of evil. He seemed very pleased with himself, and paid for ale and supplies with seemingly new minted coins bearing the head of Daretta the Fair (see village notes) before going to Starstone Bridge. When he returned four months ago he was very richly dressed, but he never returned from his second hunting trip. His brother, Tarok (59), arrived seven weeks after Raldo's disappearance, but has yet to find him. Tarok's current whereabouts are unknown.

Whilst Broombush is answering the party's questions, the searchers return to the village. Stephen and Howard Woodcock (27), Robert Longshanks (28), and Bardon, Dickon, Perkin, and Toby Hardhand (25) are haggard and wounded to a man, and Howard is unconscious. Bardon will call a village Banemoot where he will reveal that henceforth this day will be known as Black Tuesday because: the bodies of the 3 woodcutters were found 3½ miles upriver (X) and the tracks of both human-types and insects led away from the spot. The tracks were followed to 8 when suddenly the woods became strangely silent and the party were fired upon from all sides. Their assailants were unseen, but the arrows were those used by the elves to the west, and it must be they who are behind the troubles (a couple of elvish arrows will be produced). The searchers retreated beneath the hail of arrows, but Much Hardhand (30) was killed. (The elves were under the influence of Tarok's *monster summoning* spell).

Bardon will call for the replacement of Broombush as Elder, and the acceptance of Dalkor's offer. Broombush, however, will introduce the party to the villagers as the people Tomkin has sent to end the troubles, and the vote will go narrowly in his favour, though *from now on there is a cumulative 15% chance per villager death that Broombush will be replaced at the resultant Banemoot.* If so Dalkor's men will arrive 3 days later (a 3rd level lieutenant, 2 sergeants and 20 men-at-arms).

Before the moot breaks up Alf Waterman (16) will ask for 3 volunteers to help him take his barge (the ferry) upriver to collect the bodies. If approached he will transport the party to X at the same time.

VILLAGE NOTES

Risten the Paladin delivered the County of Starstone from the short but bloody rule of Daretta the Fair thirty-four years ago. Unfortunately, a party of her routed minions destroyed the village of Oakmerton during their flight to the Northern Wilds. Most of the surviving villagers, led by Oaknott the druid, emigrated south to enjoy Risten's protection and benign rule, and founded the village of New Oakmerton, commonly known as Embertrees. Instead of performing feudal obligations, Risten allowed the village the right to govern itself, grow crops, raise livestock, cut wood and hunt game in return for an annual rent of 10,000sps. The males of the hunting families (25-29), have a base chance of tracking equal to their age, and Oaknott discovered the Valley of Embertrees. Once every 3 years, 10 members of the village militia, led by the constable and the elder, have cut down an embertree to pay the village rent – the village is prosperous as a result. The entrance to the valley is a closely guarded secret, and the penalty for unauthorised felling of embertrees is death. Broombush, Bardon, and 10 men from the militia will go to the valley to cut an embertree next Tuesday night, at the new moon.

The Village Moot, made up of males aged 18+ and in the village militia, elects an elder, a constable (responsible for the upkeep of law and the village militia) and a hayward (in charge of agricultural affairs). These offices are usually held for life, unless the holders step down or are voted out by the moot. The elected officials are the only ones empowered to call a moot, Banemoots (called in the event of untimely death) having been most common recently. The village religion is druidic, though the hunting families generally have less conviction than others. The village militia are armed with short bows, long swords and spears.

The Village Calendar

The party arrives on Tuesday evening. The 'Burning of the Dread Queen', a festival to celebrate the end of the seige of Rykarsburg (whence Daretta retreated after losing the Battle of Rockbury) will be held on Thursday night (see 39). Rykarsburg is the citadel of Starstone Bridge.

Weekly events

Thursday – Market Day in Ristenby. The carter (16) and 1-2 members of 1-4 households attend. Friday – Religious ceremony at sunset. Sunday – Dancing and merrymaking on village green in evening to celebrate the end of the week's work. Monday – Religious ceremonies at dawn (not very well attended) and sunset. No work in fields or woods. Militia train for two hours in afternoon. Market Day in Ristenby attended by 1-5 members of 2-7 households (usually back before sunset). It is June, the haymaking is almost over, the west (fallow) field is being ploughed, and flax gathered.

Daily events

Each day throw 1d10 1-4 = 1 event; 5-7 = 2 events; 8-9 = 3 events; 0 = 4 events from events table.

Daily Events Table
(d20)

1-2	Raft begun by woodcutting family(ies) (16-28). Each takes 9 man days to complete.
3	Findar (24) strikes person of good alignment in attempt to kill.
4-6	Monster from 1-4(5) visits village area. 1 = seen only; 2-4 = attacks livestock; 5-6 = attacks villager (on d6).
7	Martin Fairacre found by villagers and Trialmoot called (occurs once only).
8-20	Visitor arrives at village (see visitors table).

Village Encounters Table

Throw 1d10 then 1d20 to determine type of encounter. There is a 10% chance that a visitor (if any are available) will be involved, otherwise only villagers (1d20 + 10 to find specific one[s]).

d10

1-2 Party member(s) approached:
1-3 Offer of work; 4 Mistaken identity; 5 Amourously; 6-7 Offer of lodging; 8-9 For favour; 10-11 Offered help; 12-14 Offer of sale; 15-16 Told false rumour; 17 Told true rumour; 18 Wrongly accused; 19 Justly accused; 20 Robbed.

3-5 Enquiry made of party member(s):
1-7 General news; 8-10 Lost person; 11-13 Lost things; 14-16 Lost animal; 17-20 Length of stay or intentions.

6-8 Pary Observe:
1-2 Suspicious behaviour; 3-6 Argument; 7 Fight; 8 Theft; 9-11 Bargain struck; 12-15 Unruly animal; 16 Drunk; 17-18 Accident; 19-20 Breakage of something or effects of.

9-10 Party Overhear:
1-4 False information; 5-14 Previously unknown common knowledge; 15-17 False accusation; 18-19 True accusation (of villager); 20 Plot.

Visitors Table

1	Shire constables looking for, 1, Martin Fairacre(20); 2, Wart (18); 3, Hunters.
2-5	Hunters. Orand (FM 3), Andra and Dozy (FM 1) are wanted for various misdemeanours in Ristenby. They stay with Sirma and Lasla (11) when in the village (for 2-5 days) and trade through Drak Hardhand, though they sometimes go to Starstone Bridge if they have been particularly successful. They sometimes meet with Tarok to sell him pelts, and Dozy may allude to this if drunk (before being kicked by the others). Orand has 2 hunting dogs (AC 7, HD 1+1, Att 1-4, HTK 6, 9). Tarok pays them in Daretta's coins. They will not hunt with Findar.
6-8	Tarok (59). Stays 2-3 days with Drak Hardhand (27).
9	Bram the Sworder (FM/TH Lvl 4/4, ½E, 14[18/80]/13/10/17/8[18]/12, 2 attacks each round with short-sword or bow, HTK 18[34],CN) and Gorba [Lvl 4, barbarian Hu, 17/9/5/16/15/8, HTK 19,N) with AC of 4 and 6 respectively. Bram is wanted in Starstone Bridge for killing the son of a rich merchant (although it was in a duel). He is known for his short and fiery temper (due to an armlet which acts as a reversed Ring of Weakness [*DMG*]). They stay with Sirma and Lasla whilst in the village for 3-12 days.
10	John the Smith, of Ristenby. Mends metal implements and takes commissions for larger works.
11	Jules Cordony, cobbler. Mends boots and shoes and makes them to order. Also mends other leather items.
12	Simon the Tailor. Mends clothes and takes orders to make them.
13-14	Pedlar, Percy Panner. Hawks pots and pans. He also has a vial for Robin Fleetfoot.
15-16	Pedlar, Franklyn Dustyfoot, sells beads, pins, ribbons, knives, bangles, etc.
17-20	Assassin, Lvl 2, posing as charlatan selling medicines. His target is Broombush, and he intends to strike as he goes to the aid of the person to whom the assassin will have sold a slow-acting poison. Although he doesn't know it, the assassin's paymaster is Dalkor. AC 6, 16/12/6/16/9/11, HTK 7. Treat as no visitor when assassination attempt has been made.

OUTDOORS ENCOUNTER TABLE 1

There will be a 1 in 4 chance per hour of meeting one of the following, in addition to those monsters already mentioned.

	Within ½ mile of Village (d20)	*Elsewhere (d20)*
1-4 village farmers (11-24).	1-4	–
2-7 village women & children (11-30)	5-11	–
1-4 village hunters (25-29)	12-13	1-2
3-5 village woodcutters (16-28)*	14-18	3
2-20 deer (AC 9, 1d4).	–	4-8
1-4 Badgers (*MM*).	–	9-10
Flock of birds takes flight suddenly.	–	11-13
Berbalang (from 6) 60%, or	–	14
Animal setters 40% (appear once only).		
Hunters (10% chance of being with Tarok, see village visitors).	19	15-16
Tarok (10% chance of being with hunters, see 59).	20	17
Elves.	–	18-19
Bram & Groba (see village visitors).	–	20

* Not found more than 1½ miles from village. The number in brackets refer to the village key.

The deer will flee as soon as the party appears. Each will fetch 10-15sp at Ristenby market. The animal setters are trying to force the villagers to leave the area for reasons of their own, and placed the inhabitants of 1-4. They are unconnected with either Tarok or Dalkor (of whom they know nothing) but if captured by the party and led along these lines they will admit a connection. They are far more frightened of their masters (see Valley & Temple introduction) than the party, and will reveal nothing whilst attempting to escape or suicide. They will apppear to the party as a group of four hunters (3 x FM1, 1 x FM2) carrying a drugged and bound jaguar (see 5) on a carrying pole, which they are ostensibly taking for sale in Starstone Bridge having just captured it. They will in fact have a boat moored at the NE corner of the map. They will be heading towards 5 to place the jaguar, however, and will thank the party if they point this out (though they will carry on when the party leaves). They are led by a CE 3rd level cleric (initially under an *invisibility* spell) and will not attack unless threatened. The fighters are AC 6 and carry swords and bows, whilst the cleric is AC 4 and carries a mace and a *Potion of Invisibility*. All carry 1-5gp. They are responsible for the deaths of Oaknott (17) (whilst setting the weasels) and the woodcutters (X).

The elves a FM/MU of level 4/5, FM/MU/CL of level 2/2/2, and 10 ordinary elves, have been subject to a *monster summoning* spell and are looking for the MU responsible and trying to find out their actions whilst subject to the spell.

KEY TO WILDERNESS, MAP I

1. Weasels. Lair and hunting range of 2 giant weasels (AC6, HD 3+3, Att 2-12 + blood drain, HTK 15, 16, *MM*). Pelts worth 150-250gp each. There is a 10% chance of encoun-

tering them per hex entered (1d6, 1-5 one only, 6 both). In the lair, an underground set, there is an 86% chance that one or both (as above) will be guarding the two cubs (HTK 2, 3). The weasels mutilated Oaknott, and killed the village pigs, oxen, and Burney's (24) dog.

2. Killer Frogs. This marsh is the hunting range of six killer frogs (AC 8, HD 1+4, Att 1-2/1-2/2-5, HTK 11, 5, 10, 11, 11, 9 *MM*). There is a 60% (10% if in boat) chance per hour that 2-4 will be encountered, and a 10% chance per hour that a frog-sized carrying cage will be found (left by the animal setters). The frogs killed two village children (25) and have reduced the catches of fish in the area (29).

3. Giant Ants. Lair and hunting range of 15 giant wood ants. There is a 30% chance per hex that 1d8+1 will be encountered. The entrance to the Valley of Embertrees (see Map III and 41) leads through their lair.

GIANT WOOD ANTS

No Appearing:	6 – 30
Armour Class:	6
Movement:	9"
Hit Dice:	1d8+1
Treasure:	Nil
Attack:	Bite for 1-4 + 2 per round due to acidic digestive juices until removed.
Alignment:	Chaotic Evil
Intelligence:	Semi

Said to be the result of selective breeding experiments with giant ants and giant beetles. Giant wood ants eat fungus which grows on dead trees and fell them for this purpose. They fell far more trees than are necessary for this, however, and attack other life forms indiscriminately in the same spirit of wanton destruction. Legend has it that they were first bred by a CE cleric to aid him in his struggle with a group of druids.

The ants attack by biting, and secrete acidic digestive juices on their prey. They have a very strong grip, and once held in their mandibles a character can only break free if he throws under the strength on percentage dice. Even after death the ant's juices will continue to affect a character for three rounds unless neutralised with wine (negates effect) or water (half effect). They are 6' long and 3' high, and cannot climb trees but their secretions are particularly effective against them, which is how they are felled in such numbers.

4. Gorilla Bears. Lair and hunting range of two gorilla bears (AC 4, HD 4, Att 1-8 + hug 1-12 on paw hit of 18 or better, HTK 18, 23, *FF*). There is a 10% chance per hex of meeting 1-2. Their lair, a 20' diameter cavern at the end of a natural 30' long, 5' wide passage leading in from the hillside, contains straw and two stout poles with severed leather thongs attached (carrying poles left by the animal setters).

5. If the animal setters (see outdoor encounter table) are encountered this will become the lair of a jaguar (AC 6, HD 3+1, Att 1-3/1-3/1-8 plus 2 rear claws for 2-5 each if both front paws hit, HTK 18 *MM*). For each hex entered in a 5 hex diameter circle around 5 there will be a 5% chance of encountering it.

6. Berbalang. It has temporary lair in a small cave in the hillside. (AC 6, HD 1+1, Att 1-4/1-4/1-6, HTK 7, *FF*). It has a leather sack containing 106gp and a chalcedony worth 50gp in its lair. It was driven off by Findar (24) 1 week ago and is still 'hungry'.

7. Wolves and Black Bears. Hunting range. There is a 5% chance per hex entered that 1-2 black bears (AC 7, HD 3+3, Att 1-3/1-3/1-6 plus 2-8 hug on 18 or greater, HTK 17, 18, *MM*) will be encountered. Their pelts are worth 1d10 + 10gp each. There is also a 10% chance per hex of meeting 2-5 wolves (AC 7, HD 2+2, Att 2-5, HTK 11, 7, 8, 14, 9, *MM*). A bounty is paid on wolves by the county authorities: bitch – 6gp, dog – 5gp, cub – 2gp, collectable at Ristenby, though Broombush does not approve. If both wolves and bears are encountered the latter will be under attack. For the purposes of this scenario the numbers of both are unlimited.

7a. The Lake. Home of a large bumber of beavers (AC 8, 1d4, Att for 1-2). They are killed (usually trapped) for their fur by hunters, and will attack only if cornered or threatened. Their pelts are worth 2-3gp each.

8. Brothers of the Pine. There is a 30% chance per hex of encountering 1-2 Brothers (AC 5, HD 3, Att 1-8, HTK 11, 16, have *entangle* and *faerie fire* spells respectively, *WD21*). These are the bodies of 2 of the woodcutters from X which Tarok (59 has animated to guard 8a.

8a. Entrance (down chimney) to 61 in the temple complex. A rope tied round a tree (disguised with earth and leaves leads to a hole beneath it. There is a 5% chance/hour/character of finding it, though Tarok's tracks from X will lead there. The hole is hidden by a frame of leaf-strewn branches (50% chance of character falling down hole if not found by tracking).

9. Wild Pigs (AC 7, HD 1, Att 1-3) who will not attack unless threatened or cornered. There is a 25% chance per hex of 2-8 being encountered, though not all will be visible immediately. They are sometimes hunted by the villagers for food, their tusks being worth 10sp each.

10. Temporary hideout of Martin Fairacre (20). There is a 30% chance per hex of encountering him.

X. Spot where Bardon and search party found bodies of the 3 dead woodcutters. The bodies are no longer there. The tracks leading away from the spot belong to a) the gorilla bears; b) Tarok; c) humans and insects; d) the search party.

VILLAGE KEY

11. Keenbow. Sirma and Lasla (27 and 28, wealth 231/154, HTK 4, 3, CN) are the widows of two brothers killed whilst hunting three years ago. They now 'service' the non-resident hunters and are not generally liked by the village women. No-one is openly hostile, however, as they are great friends of Bram and Gorba (see visitors). Their charges are 6sp (and 20sp for a full night). Staying with them is Robin Fleetfoot (31, FM 2, AC 7, HTK 13, CN), a hunter and former companion of the 2 hunters killed by Findar. He knows of the weasels (1) and is waiting for Percy Panner to fetch some sleep venom from Ristenby whilst he makes sure that no-one else finds them. If Bram and Gorba return he will hunt the weasels with them without waiting for the venom. He may hunt with the party, offering them a 1/3 share, if they prove competent. Otherwise he may offer to track for the party to keep them away from the weasels. Carries 23gp.

12. Longfurrow. Robin (24, wealth 195/130, Lvl 0, AC 6, HTK 7, N). His wife 24, Hilda nee Hayward (14) is ill following the kidnap of their 7-year old daughter Emma by Tarok (59). Have sons aged 5 and 4.

13. Longfurrow. Ned (19, wealth 13/9, Lvl 0, AC7, HTK 7, CN) and his wife Alice, nee Fairacre (20) have a daughter of 1. Ned is lazy, a drinker, and a poor farmer. He *thinks* he knows how to cut embertrees, having memorised the chant the druids use to mystify the villagers at the felling ceremonies, and will suggest an illegal felling to the party if he approaches/is approached by them.

14. Hayward. Will (48, wealth 356/243, Lvl 0 [2d10], AC 5, HTK 11, LN) and his wife Matilda, 47, have a son Walt (30, wealth 146/97, Lvl 0, AC 5, HTK 4, LN) and daughters Mildred, 15, and Matty, 8. Walt and his wife Hazel, 32, nee Waterman, have daughters aged 4, 5 and 6. Will is the village Hayward responsible for the agricultural activities of the place.

15. Greenleaf. Tom (37, wealth 231/154, Lvl 0 [2d10], AC 5, HTK 11, NG) has a son Gareth (19, wealth 12/8, Lvl 0, AC 8, HTK 7, CG) and daughters of 4, 11 and 14. His late wife Kate, nee Broadaxe (22) was killed by Findar (24). Gareth wants to be a hunter and marry Ingrid Woodcock (27). He will offer to join the party, to prove himself, if encountered.

Also living here is Gregory Broadaxe, Tom's brother-in-law, (26, wealth 30/15, MU 1, spells *light, shield, mending*, AC 8, HTK 2, NG) who makes a living as a scrivener and mender as well as in helping on the land. He is in love with the wife of his brother Ralph (22), they were sweethearts before he began his arcane studies but she was married when he returned. He has a *sleep* scroll for use if the village is in danger.

16. Waterman. Alf (40, wealth 356/238, Lvl 0 [2d10], AC 4, HTK 7, N) and his wife Elanor, nee Greenleaf (23), have a son Nigel (18, wealth 16/11, Lvl 0, AC 5, HTK 6, N), sons of 10, 11 and 13, and a daughter of 8. Alf runs the ferry (small barge, 1cp/foot, 1sp/wheel) which also sails to Starstone Bridge occasionally. His son Nigel is the village carter. The family owns the only 2 horses and 3 cows in the village, which they graze on their own meadow. In addition, their 2 guard dogs are the envy of the village (HD 2+2, AC 7, Att 2-8, HTK 16,15). Alf also has a small boat; which he will hire out for 8sp/day. The cart and carter hire out for 15sp/day. On Sunday night the boat mysteriously got to the far bank on its own (20).

17. Broadoak. Broombush (26, wealth 432/288, DR 3, 9/14/15/13/11/16, AC 7, HTK 14, N) and Rowanberry (19, DR 1, 7/10/14/11/13/17, AC 10, HTK 4, N) are the son and daughter of Oaknott, the late village elder, Broombush now holding this post. Only he and his sister know the true details of the embertrees, but an elaborate ceremony is performed to mystify the villagers and prevent more felling than is needed. Broombush carries a *Staff of Returning* with the word 'return' carved on the head in druidic. When this word is uttered, and a dead being struck with it, the object immediately turns to soil. The staff has charges to 'return' up to 15 trees, 5 persons, or 5 HD of undead per day, and acts as a +1 staff in the hands of a druid. To be recharged it must be planted in soil overnight. Broombush puts it underneath the Skyrack (32) in which spot it is permanently *firetrapped*. He will not accompany the party on adventures.

Broombush grows saplings with which he replaces those (non-ember) trees cut down. He will help the party with *cures* etc, and defer payment. Should the party be successful (no unhappy events for 10 days) he will sponsor them as honorary mootmen of the village. He will offer to 'return' dead party members. He has a friendly sparrowhawk (which runs messages for him) and friendly black bear (with a green collar) at 7. Rowanberry has a friendly owl.

18. Woodcock. Turnon (47, wealth 422/305, Lvl [2d10], AC 4, HTK 16, LN) is the village carpenter, raftbuilder, and suitor of Ilsa (24). He lives with his daughter Elanor, 17, and his apprentice Wart, 19, his son Fredegar, 23, being away at the wars. Wart, a runaway serf from a village to the SW, is the brother of Tawny Greenleaf's wife (23), though Turnon passes him off as the nephew of a friend from Ristenby. Turnon is related to the Greenleaves through his late wife.

19. Burgess. Darro (21, wealth 65/43, TH1, 11/12/10/16/8/13 AC 5, HTK 4, N) lives here with his wife Poppy, 20, (daughter of Turnon Woodcock) and son aged 1. Darro is a retired thief from Starstone Bridge and met his wife whilst she was in service there. As well as farming, he is the village thatcher and has a small boat in which he cuts sedge. Also living here is Marik (25, wealth 234/156, TH 3 12/13/12/18/12/15, AC 4, HTK 14, CN) brother of Darro, who lent him the money to build the house. Marik often uses the boat to travel to Starstone Bridge, where he uses the disguise of a fisherman as cover for his thieving activities (he is wanted by The Guild). He rarely steals in the village, but couldn't resist an 80gp broach belonging to Drak Hardhand (27). He is a regular visitor to Sirma and Lasla's and takes advantage of other village women at every opportunity. He plays mandolin at village events and has a *+1 dagger* and *Potion of Flying*.

20. Fairacre. Ted (38, wealth 365/243, Lvl 0 [2d10], AC 4, HTK 11, CG) and his wife Rosamunda, 36 (nee Greenleaf), have sons Ralph (20, Lvl 0, AC 7, HTK 4) and Wilcome, 12, a daughter Primrose, 16, and 2 young sons of 7 and 4. Primrose is pregnant by one of the hunters killed by Findar, and is looking for a charismatic male to blame it on (she is, CN). Martin Fairacre, 17, (10) is Ted's son.. A *suggestion* spell was cast upon him to make him give the poisoned wine to Tomkin Knott and then return to the caster (an associate of Dalkor) to say how he liked it. Whilst performing the latter Martin overheard that 'Findar will give Broombush more trouble than he can handle'. A further *suggestion* was then placed upon him and he set off to visit his family in Embertrees as a result. The spell wore off before he got there, but whilst returning to Ristenby he heard of Tomkin's poisoning and that he was being sought by shire constables. He went to Embertrees, crossed the river in Waterman's boat, and sought help from his family. Only Ted and Ralph know of Martin's whereabouts (they smuggle food to him using Alf's boat) but the others in the house know they're 'up to something'.

21. Fairacre. Harold (36, wealth 219/146, Lvl 0 [2d10], AC 6, HTK 5, NG), his wife Anne, 28, nee Longfurrow have daughters of 12 and 4 and sons of 8 and 9. Anne was forced to marry Harold as her father was in debt to his. She wanted to marry Henry Fisher (29) but he refused her, so she will tell the party that he has nocturnal dealings with strange folk. She is not averse to dallying with males of high (12+) charisma. Harold plays the fiddle at village events.

22. Broadaxe. Reginard (59, wealth 413/275, Lvl 0 [2d10], AC 4, HTK 5, NG), his son Ralph (31, wealth 158/105, Lvl 0, AC 6, HTK 4, N), Ralph's wife Peggy, 25, (nee Longfurrow) and their 6-year old daughter live here. Ralph's sister Kate, wife of Tom Greenleaf (15) was killed by Findar, whereupon Ralph bought a guard dog (HD 2+2, AC 7, Att 2-8, HTK 8).

23. Greenleaf. Toby (66, wealth 413/275, Lvl [2d10], AC 5, HTK 9, NG), father of Tom (15) lives here with his son Tawny (28, wealth 121/81, Lvl 0, AC 6, HTK 5, CG) and daughter-in-law Marie, 26, (sister of Wart [18]). Also living there is Beesla Addlepate, an ex-slave of the temple (used to be called Bee Slave) whose experiences there drove him insane. Toby found him wandering in the woods soon after the village was founded, and he is now the village bee-keeper. He will not go near the temple on any account, and will discourage anyone else, even embertree fellers, from doing so. His answers to any questions about the place will be incoherent mutterings of pain, torture and death, though the party may notice him run into hiding when Tarok is around.

24. Hopwood. Ilsa the alewife (43, wealth 303/202, HTK 5, CN) and her sons Findar 'Friendsbane' (23, wealth 62/41, FM 1, AC 6, HTK 7, CG) and Burney (19, FM 1, 18-78/3/4/7/17/8, AC 8, HTK 12, N). Findar is in the control of an enslaver (AC 6, HD 2+4, attacks through host, HTK 14, CE) (*WD21*) which was in a small sack of provisions given to him by a servant of Dalkor. Only a thorough search of Findar will reveal it (as a grey, flattened ball, 9" in diameter). Findar has killed all his hunting companions, his wife and Kate Greenleaf (15) as a result. He blames the deaths on strange monsters, and has himself been attacked by the Berbalang (6).

Ilsa saw Findar kill his wife and Kate, and is convinced that he is suffering from some mental disease or possessed by a demon (which would also explain his unconcern with his wounds or welfare). Broombush, at her insistence, has cast a *cure disease* on him to no effect. Ilsa is still seeking help for him, for he would be hung if his actions were generally known, and now spends most of her time getting drunk.

Burney is the village idiot and oxherd. He has seen the back of one of the weasels after it killed his dog and ox, and would do anything for another dog. He goes hunting

when the oxen are in use, but has yet to catch anything as he *never* hits with the bow. He has, however, seen Tarok buy pelts from the hunters in the forest (see visitors).

25. Hardhand. Bardon (57, wealth 631/422, FM 3, 18-20/12/7/12/15/14, AC 4, HTK 23, LE) and his sons Dickon (30, wealth 146/97, FM 2, AC 5, HTK 18, LN), Perkin (23, wealth 85/57, FM 1, AC 6, HTK 9, NE), and Toby (23, wealth 61/40, FM 1, AC 7, HTK 5, N). Dickon and his wife Daisy, 29, nee Fisher (29) have a son of 11 and daughters of 6, 7, 9 and 10, the last two having been killed by the giant frogs (2). Bardon is the village constable and trains the militia on Mondays. He has given his sons further training, and feels that in these dangerous times the village should be under the feudal system rather than a vacillating democracy. Dalkor has promised to use his influence to get Embertrees given to Bardon as a fief, and to help him with the construction of a small castle, if Bardon will ensure that Dalkor gets the embertrees. He knows of Findar's enslaver, and has told his sons to keep away from him; he also suspects Dalkor of being behind the other troubles but feels they are justified if they are to result in his becoming Squire of Embertrees. Has *Sword +2*.

Perkin has been befriended by Tarok, who sees him as a possible convert. Toby is the only one who doesn't wish to see Bardon and Dalkor running Embertrees. He knows of their schemes but will keep quiet unless something happens to Rowanberry (17) with whom he is infatuated. Family has 3 dogs (AC 7, HD 1+1, Att 1-4, HTK 4, 6, 9).

26. Fisher. John (22, wealth 49/32, FM 1, AC 6, HTK 7, CG), his wife Myrtle, 21, nee Longshanks (28) and their twin 3-year old boys live here. Used to be friend of Findar until he saw him accept something from a servant of Dalkor and his father and brother were killed whilst hunting with him soon afterwards. Has a dog (AC 7, HD 1+1, HTK 5).

27. Hardhand. Drak (76, wealth 595/397, FM 1 (3d10), AC 4, HTK 15, LN), the father of Bardon, lives here with his daughters Elsa, 53 (husband killed 34 years ago) and Inga, 45. Inga's husband, Stephen Woodcock (48, wealth 356/243, FM 2, AC 5, HTK 16, LE) has given her sons, Howard (21, wealth 36/24, FM 1, AC 6, HTK 10, LN) and Hugh (19, one of 3 dead woodcutters at X) and a daughter Ingrid (18, N). Also has 2 dogs (AC 7, HD 1+1, HTK 5, 2). Drak is the village bowyer/fletcher and provides provisions for the village hunters, buying pelts etc from those unable to sell them elsewhere. His daughters spin and weave, selling to Simon the Tailor. Ingrid is very 'close' to Marik Burgess (19), which is how he got the chance to steal Drak's broach.

28. Longshanks. Robert (49, wealth 377/251, FM 2, AC 5, HTK 15, NG) lives here with his daughters of 18 (Kate) and 13 and sons of 12 and 14. Robert's wife Myrtle (nee Waterman) was carried off by the Berbalang (6) whilst his eldest son was one of the dead at X. He saw Findar drive off the Berbalang when it attacked him. Robert plays the whistle at village events, and has 2 dogs (AC 7, HD 1+1, Att 1-4, HTK 9, 3).

29. Fisher. Henry (27, wealth 267/178, FM 2, 16/15/5/16/14, AC 5, HTK 17, CN) used to work on the ships patrolling the river until his father died and he came back to claim his inheritance. The patrols are to prevent illegal trade by a northern route with the state with which Starstone's suzerain is at war. These restrictions are not popular and much smuggling occurs. Henry informs one group of smugglers to the north of the whereabouts of the patrol ships using messenger pigeons. He has meetings occasionally in the marsh to get fresh birds. In addition he hunts, fishes from his boat (same terms as Waterman's for hiring) and catches birds. He is a regular visitor to Sirma and Lasla and is friendly with the hunters and Marik Burgess. Will complain that fishing is bad in marsh area (2).

30. Hardhand. Joan (32, wealth 183/122, HTK 4, LN, nee Longshanks (28) and her daughter Rosie, 16, are grieving over the death of her husband Much, eldest son of Bardon (25) just killed by Tarok's elves, and her son Bardon who is one of the three dead woodcutters. Rosie has been rebuffed by Gregory Broadaxe, (15) and will say that the troubles are being caused by the demons which he summons if she is encountered.

31. Empty Cottage. Formerly the house of Findar and his wife, now at the disposal of the party. Buried in the SW corner are a jewelled dagger worth 24gp, a broach worth 13gp and a gold pin worth 9gp which belonged to the people that Findar has killed. If he strikes again this cache will be dug out and added to. There is a 5% cumulative chance of finding Findar here when the party return from a foray, and a 12½% cumulative chance of noticing the disturbed earth.

32. Skyrack or meeting oak. There are piles of soil around the roots as this is where Broombush 'returns' the dead. Wrongdoers are left tied to the Skyrack (as though it were a pillory), or hung from it if their crime is judged to be serious enough and they were caught in the act.

33. Pig Pen. Contains 29 pigs overnight.

34. Ox Pen. Contains 17 oxen overnight.

35. Woodpile. Contains twigs (sold as fuel) and bark (sold to tanners).

36. Woodpile. Contains logs to be made into rafts.

37. Raft-Building Area.

38. Communal Shed where the village's 3 ploughs and 3 ox carts are kept.

39. Bonfire on which an effigy of Daretta the Fair will be burned to celebrate the end of the seige of Rykarsburg (see village calendar).

40. Village Ditch.

THE VALLEY OF EMBERTREES AND TEMPLE OF PELLARN

The Temple of Pellarn was built by Pelnar, a NE black priest *(WD22)*, who led his followers and undead minions to aid Daretta at the battle of Rockbury – only he and a half-orc cleric/assassin surviving the defeat. Pelnar and his henchman returned to the Temple with the object of collecting some objects of value and concealing the entrance (in the hope of an eventual return) whilst Risten's forces were occupied with the seige of Rykarsburg.

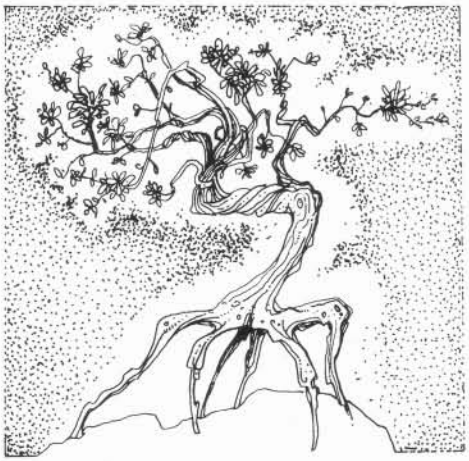
The religion of Pellarn is not popular with other evil beings, as according to its doctines all evil gods are manifestations either of Pellarn himself or his minions. Knowing the whereabouts of the Temple, the master of the animal setters (a CE cleric who does not appear in this scenario) decided to kill two birds with one stone and establish the giant wood ants inside it, thus desecrating the place and causing trouble for Embertrees at the same time. The animal setters disobeyed his orders, however, and ventured farther than the stables after setting the first batch of ants. As a result they were frightened to return, and set the rest of the ants in the valley entrance instead.

EMBERTREES

No Appearing:	2-200
Armour Class:	8
Movement:	Nil
Hit Dice:	5d8+4
Treasure:	Special
Attack:	1d6+2 fire-seeds for 1-4 damage each.
Alignment:	Neutral
Intelligence:	None

Embertrees were first produced by a sect of Mage-Priests much taken to human sacrifice. They are magical in nature, and can only be grown by placing a seed between two bound humans or humanoids of opposite sex who are then buried alive. The departing life forces of the unfortunate couple cause the seed to germinate. The trees have a ruddy glow, like the embers of a fire (hence their name), which is especially spectacular at night. For this reason the wood is highly prized by woodworkers and jewellers, and is worth 1500gp per fully grown tree (30+ years old).

When the trees are struck, however, they release 3-8 fireseeds doing 1-4 damage each to anything they strike. Those which fail to hit a target, however, have a chance of striking further embertrees in the vicinity, causing them to release fireseeds in turn. The chance of this happening is (100 – distance from next tree in feet)%. The fireseeds have a range of 100'. In addition, embertrees are immune to fire. On nights when there is a new moon, however, they are unable to release any fireseeds. The reason for this is unknown.



KEY TO VALLEY MAP

41. Valley Entrance. The entrance is concealed. It passes through 3 caverns in each of which will be found piles of fungus-covered rotting wood (close inspection will reveal that some of the wood was hewn with axes) and 2-8 giant wood ants. A disused guardhouse stands at the valley end of the tunnel.

42. Temple Road, paved and wide enough to fit 2 horses riding abreast. The road is flanked by two lines of 44 embertrees planted at 20-yard intervals, though only the stumps of the first eleven remain. Three dead wood ants lie under the first few trees standing, (scorch marks upon their bodies.)

43. Bare Ground upon which 7 skeletons (AC 7, HD 1-1, Att 1-6, HTK 6, 3, 2, 7, 6, 5, 4, *MM*) are making the motions of cutting hay with rusty, broken scythes. These are the last orders given them by Pelnar, to which they returned after carrying out the orders of the leader of the animal setters (see outdoor encounters table and 44).

44. Temple Entrance. Rocks cover most of the entrance, though the skeletons (43) have cleared a path over the rockpile. There are signs of fairly recent camping (1-2 months) nearby, where the animal setters stayed whilst the skeletons did their work.

KEY TO TEMPLE OF PELLARN

45. Main Gate. The heavy iron gates are slightly ajar, but bear the marks of a pounding. Behind them arrow slits (from the alcoves at each side) line the walls until a raised and rusty portcullis is reached. It is noticably higher on the right hand side, and beyond it can be seen, on each wall, the windlasses by which it is raised and lowered. (If the left hand windlass is turned so that the portcullis is even, a rockfall will occur outside the main gates effectively sealing the party in the temple complex.) The double doors 55' beyond the portcullis are closed but unlocked. Just before the doors, in an alcove in the south wall, is the bust of a grinning man. These busts have a frowning face on their opposite sides and are used to de-activate the pit traps. If the busts on each side of the pit are turned so that they display the same expression then the traps are made safe, otherwise they activate when subjected to a weight of 80lbs or more.

46. Stables. Dust, rotted straw, hay and dung litter the floor. A trough filled with brackish water stands in the NW corner. Old rusty, rotted and unusable horse trappings hang on the walls.

47. Stables. As the other stables, though the debris on the floor looks recently disturbed. These stables contain 6 giant wood ants (HTK 4, 9, 7, 7, 5, 4) in addition to a queen (AC 6, HD 2+2, Att 2-8 +4 each round following a hit until slain, HTK 14) 30 pupae (adults in 2-3 weeks), 10 larvae and 40 eggs. The 8 eastermost stalls contain rotting wood and fungus.

48. Officers' Stables. Same general description as 46, though the equestrian equipment seems to be of much better quality, especially the saddle with macabre decoration in silver and gold which hangs on the western wall at A. The two stalls marked B each contain animated skeletons of medium warhorses (AC 7, HD 2+2, Att 1-6/1-6/1-3, HTK 8, 14). The complete saddle is worth 50gp, the fitments (if prised off) only 10gp.

49. Passage. The doors open easily to reveal a 10' deep pit, at the bottom of which, impaled on large spikes, are two bodies wearing studded leather armour and carrying shields. On the far side of the open pit is an alcove containing a frowning bust, and similar alcoves and busts are set at intervals along the passage. When the animal setters had prepared 47 for the ants, they went exploring on their own account, the first two falling into the pit. One of them was killed outright, the other by the sheet phantom (*FF*) which was lurking above. He is now a sheet ghoul (AC 4, HD 4+2, Att 1-3/1-3/1-6 plus 2-7 automatic damage from acid, HTK 15) and will attack anyone entering or crossing the pit. The sheet ghoul is unable to get out of the pit and can only spit acid at characters who have not fallen into it. Those that have will be subject to *both* types of attack. In addition to armour and weapons, the body carries 8sp and a still usable hooded lantern. The sheet ghoul has a sheathed +1 longsword and 3gp. The far trap is safe unless the busts are moved, as the busts are both frowning. The doors to 63 are locked.

50. Armoury. Weapon racks contain lances and both horseman's and footman's varieties of mace, flail, hammer (only 10% are usable) together with various pieces of rusty and/or damaged armour. In the middle of the room stand two rows of wooden upright stakes bearing the marks of many weapons.

51. Barracks. Each contains 10 beds which have not been used for many years, empty weapon racks, and various unusable bits and pieces.

52. Recreation Room. Contains couches, chairs and tables on which stand 3 sets of draughts and 2 sets of chess, the games having stopped half way. A skeleton hangs in chains on the west wall, before which stands a brazier and various instruments of torture. 2 barrels of stale beer stand in the southern corners, and 5 curtains hang from the northern wall. The chess sets are worth 7gp, the draughts 2gp. Behind the curtains are cushioned alcoves, once finely decorated but now faded and worn. Four of them contain zombies (AC 8, HD 2, Att 1-8, HTK 7, 10, 15, 10) which will attack if the curtains are moved. After 3 rounds of melee the skeletons from 53 will join the attack. Both the zombies and the skeletons wear tattered silk female clothing and various trinkets (total value 57gp). If the skeletons are disturbed first the zombies will join them after 3 rounds.

53. Cells. Empty part from 6 skeletons (AC 7, HD 1, Att 1-6, HTK 1, 4, 5, 3, 8, 6).

54. Guests' Bedchambers. Contain nothing of value.

55. Sergeant's Quarters. Contains bed, broken chest (empty), a clothes chest full of musty garments, desk and chair. On the desk are unusable writing implements, a book of prayers and hymns to Pellarn written in NE, and an account book containing 11 names (the sergeant's and those of his men). There is a 12" x 6" recess in the west wall (and chips of stone on the bed beneath) as though something has been forcibly pulled from it.

56. Sergeant's Quarters. As 55 except on the east wall, mounted on a wooden plaque, is a silver symbol of a skeletal hand holding a sphere in its palm, the unholy symbol of Pellarn, and the motif occurs frequently in the temple complex, carved on keystones above arches etc. The chest is locked but has had a hand-sized hole knocked out. It contains 86gp, 3,859sp and a 10gp gem in addition to an argorian wormkin (AC 5, HD 1+1, Att 1-4 plus nausea, HTK 4, *WD29*), which will attack anyone who puts a hand through. In front of the chest lies a semi-skeletal body, by the side of which lies a hammer, a dark stain, and a bullseye lantern. The body carries a short bow, long sword, quiver, pouch (contains 3gp and 8sp), backpack and wears a silver signet ring with the symbol of the scribes guild on it. The backpack contains rations, wineskin, blankets, 2 large sacks, 3 flasks of oil and a piece of parchment on which is written 'At the hole follow the pole for 78 paces to the tree bole.' in scholarly hand. The hole refers to the top of the chimney in 61. 78 paces due north of this, buried at the foot of a tree,

are 4,213sp wrapped in a cloak. If the body is disturbed the 2 argorian wormkin lying beneath it will attack (HTK 3, 3).

The body is that of Raldo, son of Tomkin's scribe acquaintance from Starstone Bridge. Raldo decided that he didn't want to become a scribe (after being trained as one), his father threw him out, and he came to Embertrees to hunt. He found the temple by falling down the chimney, looted room 55, stashed most of it, then went to Starstone Bridge to sell the unholy symbol. On his second visit he wasn't so lucky, but his father will still pay 100gp for news of his death.

57. Gatran's Lounge. The door is locked, and needle-trapped, though the poison is no longer effective. The room contains a couch, chairs, table, clothes chest, desk and locked bookcase. On the table are a silver goblet (4gp) an empty bottle and an open book (written in NE it is called 'The Way of Pellarn' and has a section to the effect that it is permissable to replace those who have failed in their duty to the god heavily underlined) with a pen beside it. The bookcase contains five books written in Common with titles 'Finer Points of the Garotte', 'Great Murders of Our Times' etc. Two weeks' study of these, repeated at 6-month intervals, increase the chances of successful assassination by 10% for assassins only. On the shelf above are four ceramic bottles containing ingestive poisons types A and B, insinuative poison type B, and a *slow poison* scroll. In the SE corner a silver candlestick stands before a mounted unholy symbol (10gp and 25gp). On the east wall hangs a collection of daggers, whilst on the south wall hangs a tapestry showing a wiry, dark-haired man in various grisly scenes – committing murders, sacrificing a child in a temple (67) etc. In a secret compartment behind this is a *Potion of Healing*.

58. Gatran's Bedchamber. Contains a bed, clothes chest, and more grisly wall hangings. Chained to the bottom of the bed is an iron chest containing 1,126sp, 134gp and a gem worth 15gp. In a secret compartment in the lid of the chest is a *+2 Dagger*, 51pp, 3 pieces of jewellry, total value 732gp and 2 gems, 20gp each. The chest is locked (-10% from chance to open) and trapped with sleep gas (save vs poison or sleep for 20 – Con turns). The secret compartment is poison needle-trapped (save vs poison or die).

59. Alchemists Lounge. If Tarok is in the temple complex there is a 30% chance of him being here, in which case he will claim that he has just found the chimney entrance (61). Contains couch, chairs, table, desk, (locked) bookcase, and clothes chest. On the east wall is a tapestry patterned with various magical/alchemical symbols. On the table is a platter of food (radiates magic), a bowl of meat (human flesh), and a silver goblet (3gp). The room is lit by a *continual light* spell and the doors locked.

In the bookcase are various alchemical tomes and 3 potion bottles (poison, *flying, healing*). The clothes chest has a secret compartment containing a spellbook (*detect magic, read magic, light, identify, hold portal, magic mouth, fool's gold, monster summoning I, fly, enchanted weapon*). Sown into the tapestry is a scroll (*Prot Evil 10' radius, Comprehend Languages*) written at 7th level.

If Tarok is in the temple his backpack will be in this room, containing a copy of 'The Way of Pellarn', iron rations, sweetmeats, an unholy symbol (from 55), a vial of unholy water, blanket, 2 oilflasks, wineskin and 50' rope. Tarok is a black priest (*WD22*), age 29, Lvl 4, 11/12/15/16/9/14, AC 5, HTK 15, spells – *silence 15' radius, cause fear, cause light wounds, Move Silently 30%, Hide in Shadows 20%*. His chances for successfully casting a *monster summoning I* spell decrease as follows – 100%, 75%, 60%, 50%, 43%. He is armed with a *+1 Dagger*, strangling chord, throwing knife, and sword, and has a *Talisman of Create Food and Drink* (chance of operation/disintegration 30% (*WD29*) and unholy symbol of Pellarn.

He came across the unholy symbol that Raldo (56) sold in Starstone Bridge and followed him to Embertrees, saying that he was Raldo's brother when he was found to be missing. After 5 weeks of searching he found the chimney entrance (61) a fortnight ago, and in 66 found keys to rooms 59, 60, the north doors of 63, 64 and 65. He was unable to enter the temple, however, as he is a Priest of Pellarn who has yet to make his first sacrifice there (see 66). To rectify this he befriended the children of the village and kidnapped Emma Longfurrow (60). It was he who happened upon the bodies of the woodcutters (X on Map 1), and he managed to get 2 of them back to (65)(see 8). When the search party followed his tracks he *summoned* the elves to prevent them finding the chimney entrance.

If surprised he will attempt to bluff his way out (killing Emma Longfurrow if necessary) and point the party towards the temple, saying that he heard footsteps going that way (he knows how the *teleport* works). If he has time, or is caught in 65 or 60 he will fight, first by attempting to cast as many *monster summoning I* spells as are necessary to deal with the intruders. He will attempt to bring any evil characters over to his side. Tarok is the only wanderer in the dungeon, and will only appear in those rooms noted and the corridors between.

60. Alchemist's Bedchamber. The door is locked and there is a 20% chance of finding Tarok here. Contains bed, more wallhangings as in 59 and a clothes chest. On the bed is a young girl (Emma Longfurrow). The clothes chest contains a further chest with 413sp and 37gp inside. Also in the room is Tarok's familiar (AC 9, HD ½, Att for sleep if save vs poison not made, HTK 4). If the party hammer down the door to 59 or are heard in that room the familiar will send Emma to sleep, change to human form to strangle her, and then change back into a cat. It will be friendly to the party, but try to warn Tarok if there is opportunity to do so.

61. Great Hall. Dusty benches and tables, on which are the remains of a long past meal, stand in the spaces between the pillars. Cooking utensils can be seen in the fireplace (F). There is a well in the south east corner of the room. On a dais at the west end of the room is a table, covered by a once-resplendent cloth, behind which stand two thrones and four ornately carved chairs. The room is lit by a spell. Up the chimney, on a ledge, is the coiled end of a rope. If climbed this leads to a passage which snakes its way upwards to the bottom end of the rope from 8a. The secret door at the south end of this dais is one way only. The passage behind it leads to the one-way secret door to 71, and is guarded by a zombie (AC 8, HD 2, Att 1-8, HTK 15, *MM*).

If characters spend more than 5 rounds in the hall they will be attacked by 11 jaculi (AC 6, HD 1, Att/2 rounds 1-6, HTK 2, 4, 7, 3, 8, 5, 1, 1, 4, 7, 8 *FF*). which are wrapped around the pillars. 6 will attack in the first round, 5 in the second, and so on. They rest in the hall after feeding on the surface, using a hole near the floor in the south west corner as entrance and exit. There is a 5% chance of finding Tarok here.

61a. Latrines.

62. Storerooms. Contain barrels of rotted food, stale drink, chests of clothes emblazoned with Pellarn's symbol, etc. The only thing usable is a barrel of oil in the westernmost room.

62a. Cook's Bedchamber. Contains nothing of interest.

63. Passage. The northern doors are locked, and there is a 5% chance of finding Tarok here if he is in the temple complex. The pit trap will be set unless Tarok is in rooms 64 or 65.

64. Council Chamber. 5% chance that Tarok is here. Two thrones and four ornate chairs stand around a marble table. A large, padlocked chest stands in the north east corner. The chest contains books and records concerning the history and running of the temple complex, but contains no maps or plans of the area.

65. Alchemist's Laboratory. 35% chance that Tarok is here if he is in the temple complex. The room contains various benches and slabs upon which stand alchemical equipment of all kinds. Of especial interest is a working still containing pine sap, and a tome which tell how to bring a Brother of the Pine into being. Also in the room is a Brother of the Pine (AC 5, HD 3, Att 1-8, HTK 14, *WD21*) with a wooden cudgel and a *shillelagh* spell.

66. Fountain Room. The walls are covered with macabre carvings from ceiling to marble floor. In the centre of the room stands a fountain filled with brackish water. The water in the fountain is unholy and will radiate accordingly. A selective *teleport* is in operation in this room, and the following table shows its affects, and where characters will end up.

	Moving from			
	A-B	*C-D*	*D-C*	*B-A*
Good and Neutral characters	B	D	C	D
Evil characters and any character carrying a Pellarnic symbol	B	A	–	A
As above and annoint themselves with unholy water	B	D	C	A

Priests of Pellarn who have not yet sacrificed at the temple may only enter on a new moon with a suitable sacrificial victim, which is why Tarok has been unable to enter yet. The next new moon is one week after the party enter the village; the same day that a party will leave the village to cut an embertree.

The room is bathed in an eerie blue light (magical), and will radiate evil if this is searched for. Spells cast by good or neutral clerics whilst in this room have only a 50% chance of working.

67. The Temple of Pellarn. This room is also bathed in an eerie blue light (with the same effects as that in 66) except for the ruddy glow which emanates from a hole 1' wide in the marble altar at the western end of the room. The hole lies between the feet of the 12' tall bronze statue of a skeletal human holding an orb in its right hand which stands on the altar. On a bier in the centre of the room lies a long-dead, richly dressed corpse with magical symbols on its tattered robes. The ceiling is supported by pillars 30' high and the floor is marble. The walls are decorated with macabre carvings with the exception of the western wall which is completely covered with black velvet drapes. The body of the alchemist is now a coffer corpse (AC 8, HD 2, Att 1-6 plus automatic 1-6 on same target thereafter, hit only by magical weapons, HTK 6, *FF*) which will attack if tampered with. It wears rings etc worth a total of 60gp.

The statue is magical (AC -3, HD 5d8+4, HTK 32, Att every other round for 2-20, move 3", always loses initiative) and will radiate magic but not evil as it is neither undead nor alive. One turn after the party enter the temple a *magic mouth* will cause it to say: 'Pellarn is waiting to receive your offering.' Unless a child is sacrificed on the altar the statue will say: 'Pellarn wishes to drink the blood of innocence'. If this is not complied with the statue will step down from the altar and attack all who are in the room. At the same time an earth tremor will cause the roof of the main entrance to collapse (if this has not already occured) as well as the chimney in room 61. Should the statue's wishes be complied with, or the statue be 'killed', a panel in its chest will open to reveal a *Wand*. The first person to touch this may summon an invisible stalker a maximum of one per week until it is killed.

68. Acolytes' Rooms. Each contains a bed, clothes chest, and table. On the table stands a book (The Way of Pellarn) and a silver candlestick (15gp). The clothes chests contain black robes and 101-200sp. A mounted unholy symbol hangs on the south wall.

69. Robing Room. There is a *glyph of blindness* at the eastern entrance of this room. A pillar stands on the southern side of the eastern entrance, its mate lies shattered on the floor. Also on the floor lies the body of a man next to a suit of brass-coloured armour, surrounded by more blood, more or less dried, than could possibly have come from one human being. Five sets of tattered vestments hang on the west wall. The pillar is a caryatid column (AC 5, HD4, HTK 14, Att 1-8. Normal weapons do half damage and have a 25% chance of breaking, *FF*). Its instructions are to kill those carrying effects of Pelnar and to eject all others from the room. The 'body' is that of Gatran (57-8), and if the party ask about

his appearance they will be told that he bears a strong resemblance to the man shown in the tapestry in 57. Gatran is a half-orc cleric/assassin, age 29, Lvl 4/4, 12/13/14/15/8/6, AC 4 (studded), HTK 5 (18), spell – *cause fear*. He killed Pelnar (70) after they returned from the defeat of Darretta, but has been unable to get past the column with his effects, in fact it has 'killed' him many times over the years. He has a long sword, a *+1 Flail*, a broken *+2 Dagger*, a *Ring of Protection +2* and a *Ring of Regeneration* which works in reverse for those who are not priests of Pellarn. A small sack at his belt holds a chalice worth 150gp, two gold candlesticks worth 180gp and a *Potion of Fire Resistance*. Gatran will try to slip away and out of the main entrance if he can, telling the party that he was *teleported* to the temple by a curse if they prevent him from doing so. If he is unable to leave he will follow the party at a discreet distance and try to dispose of them when they have cleared an alternative exit. His armour is leather, made from the hide of a brass dragon (AC 5), and gives the wearer +1 on saves vs gas. It used to belong to Pelnar.

70. Passage. Halfway down this passage are the long-dead bodies of a human in black robes and a cat. The body was Pelnar, the cat his familiar. The false door at the west end of the passage is locked and will not open even if 'successfully' picked, though the thief will have an inkling that it is not supposed to. If an attempt is made to break the door down the secret one-way door from 70a will open and those in the passage will be attacked by the hell hound within (AC 4, HD 4, Att 1-10 plus breath weapon, HTK 14). Due to its long confinement the hound will be able to use its breath weapon only once. Its jewelled collar is worth 75gp.

71. Passage. Two smiling busts are set into the east wall of this passage. These are pivoted as those in 45, and unless they have different expressions the passage will become filled with sleep gas when any weight is placed on the area of floor between the busts (save vs poison or sleep for 1-4 turns, elves and half-elves having their usual resistance). At the same time a *magic mouth* will laugh demonically and the two ghouls from 72 will attack.

72. Pelnar's Lounge. The room is sumptuously furnished with tables, couches, chairs, statues, wall hangings etc. There is, however, nothing of value which is small/light enough to be carried away. Also in the room are two ghouls (AC 6, HD 2, Att 1-3/1-3/1-6 plus paralysation, HTK 10, 10, *MM*).

73. Chapel. On the door to this room is a *glyph* giving 2-12 damage. The room is bathed in a bluish light with the same effects as before. An unholy symbol hangs from the north wall (electrum, worth 50 gp) before which stands a small altar. On the altar stands a chalice (100 gp), two candlesticks (45gp each), and an ivory scroll case (20gp). A scroll with the clerical spells *cure blindness, hold person, neutralise poison*, and *cure light wounds* (x2) is in the case.

74. Study. Contains a desk, chair and bookcase. On the desk stands a wooden box. The room is lit by a *continual light* spell. The books are all religious and historical, except for one dealing with embertree cultivation. The wooden box contains embertree seeds.

75. Pelnar's Bedchamber. Contains bed, clothes chest, chairs, small table etc, of good quality but now tarnished and faded. A lifesize portrait of a demonically handsome man dressed in brass-coloured armour hangs at the west end of the north wall. In the chest, under clothes, is a small iron box with a poison needle trap (save vs poison or take 6pts of damage curable only by time) containing 100pp and 200gp. The portrait of Pelnar is a concealed door.

76. Familiar's Bedchamber. Contains bed, clothes chest and dressing table. On the table are brushes and combs (worth 30gp) and a jewellry box (75gp). A full length mirror hangs at the north end of the west wall. The clothes chest contains various trinkets worth a total of 250gp. The mirror is another concealed door.

77. Stairs. Stone stairs hewn from the living rock lead downwards. In an alcove at the top of the staircase is a ceramic flask. The flask contains a *Potion of Fire* resistance. The stairs go down 60' to a winding passage leading to . . .

78. The Fire Grotto. This naturally-formed cave is lit by the ruddy glow coming from a fiery pool of lava. In the ceiling 30' above the lava pool a circular hole, 1' in diameter, can be seen. Chained to the wall by the lava pool are three groaning, emaciated men, who are pleading for help and water. The lava pool is the haunt of two firesnakes (AC 6, (HD 2, Att 1-4 plus paralysation for 2-8 turns unless save vs poison is made, HTK 5, 9, *FF*) who will attack if anyone attempts to aid the chained men. These are in fact manes (AC 7, HD 1, Att 1-2/1-2/1-4, hit only by magic weapons, HTK 5, 3, 2, *MM*) covered by an *illusion*, and will attack the round after the firesnakes do.

If a *potion* is drunk the lava pool may be entered for 10 melee rounds with no damage being taken (otherwise 1-8/round). When in the pool a character will have a 10% chance per round of finding a) an iron box containing 40 x 50gp gems; b) a *Potion of Extra Healing*; c) a *Potion of Fire Resistance* (equal chance of each but only one of each to be found). The secret door will close automatically 3 rounds after being opened and cannot be spiked. When it closes the lava will erupt, making the room impassable thereafter. The door opens to a long snaking passage which eventually leads to a one-way door in the north west tongue of the hills in which the Valley of Embertrees is situated. ■

This issue Starbase, *a regular department edited by Bob McWilliams, looks at* Traveller *morality and introduces a new alien race.*

Morality in Traveller

On the outskirts of strife-torn Blodge City the mercenary platoon commander listened with a sickening feeling to the report. It seemed that, until his arrival, troopers of his third squad had been engaged in the merciless slaughter of the defenceless alien natives amongst the hovels they called home. Swiftly, he ordered a court-martial, and medics to tend the native wounded. The natives had played no part in the ambush by Blodgian forces and it seemed only decent to repair native relations if possible (and get in the referee's good books too).

Later that same day. . .

The platoon's advance had ground to a halt once more. The third squad leader reported that he had a native in custody, known to have knowledge of the Blodgian positions. The native was frightened and disorientated but refused to help.

'Take it out the back and get the information, I don't care how you do it'.

Traveller referees may sometimes wish that players and non-player characters had some sort of restricting mechanism regarding their ethics, morality, state of grace or whatever. There is nothing in the rules to prevent a character from changing attitudes whenever it suits him. In the example above, it is just possible to make out a case for the platoon commander that covers both actions. If his ethics were centred purely on the interests of his own troops to the exclusion of anyone else, he might stop wanton violence unconnected with military necessity as a damaging activity (causing animosity amongst neutrals and also giving the unit a bad reputation) yet still require the same end result to prevent avoidable losses to his unit.

In a less dramatic sense, what about the character (a merchant captain, say) who is quite prepared to bribe customs officials and unload faulty merchandise on a world whose shaky economic state may collapse at any moment? Should he claim unfair treatment when the referee tells him that women, dogs and Droyne hate him on sight? That the Imperial Navy has just confiscated his Free Trader?

It should be stressed that players should be encouraged to pick some sort of moral stance without coercion from the referee and stick to it — either the player's own moral code or some other invented morality — although the possibility that this can change over time should not be ruled out. The trouble is that players like to have their cake and eat it.

There is one other method available and that is to treat morality as a numerical value. Players are allowed to choose a number between one and six, with one being the depths of depravity and six being saintly. On reaction throws, the referee compares the morality values of the two characters and uses the difference as a DM (either a plus or minus). He can also use the value in a number of other ways, especially with non-player characters, to determine the likely response to situations. In some circumstances (alien minor races encountered for the first time, for example), he can assign a 'blanket' value to the race as a whole. Such uses of a morality value can provide the referee with a valuable tool in personalising non-player characters and races — and he needs all the help he can get.

THE MAHWRS
by Duncan Bisatt

These intelligent bipedal creatures inhabit an atmosphere 5 planet with hydrographics of 70%. They live in thick equatorial rain forests in caverns dug into hillsides. They are hunters with sonar rather than visual perceptive organs and thus have large ears and an echo chamber in the centre of their faces. This sonar is as discerning as the humaniti's visual sense, allowing them to 'see' in total darkness. They have well-developed muscles and an average strength of 11+. A typical UPP of these creatures would be:

Strength: B (2d+4, maximum 15[F]).
Dexterity: 7 (2d).
Endurance: B (2d+4, maximum 15 [F]).
Intelligence: 4 (1d+1).
Education: 0 (1d–4, with minus scores counting as zero).
Social Standing: 0 (1d–4, with minus scores counting as zero).

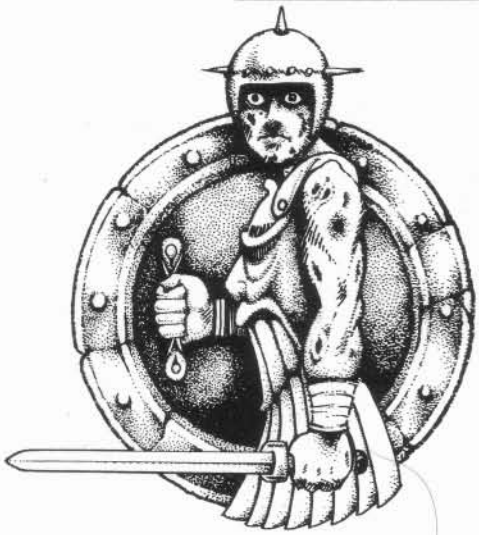
The tribal structure is one dominant male to 8-18 (2d+6) females with one offspring for each female. There is a 1 in 3 chance that a newborn mahwr will be male. Male offspring are allowed to stay in the group until they reach breeding age (about 20 Imperium years of age) when they are cast out or, if food is scarce, eaten unless the younger male can triumph over the older male in combat. In the hunt the male usually leads about 5 females to ambush other creatures, relying on surprise rather than speed. They use clubs spiked with hard crystal fragments as weapons and crystal edged daggers of poor quality which they copied from settlers' weapons, whilst in unarmed combat they fight with sharp claws and spikes on their knees and elbows. (Treat the claws as per the *Book 1* tables and the clubs as cudgels but doing 2d+3 wounds). If hunts fail for several days the mahwrs may engage in inter-tribal cannibalism and dominant males may even eat one of their females.

It is this cannibalistic nature which led to a deep mistrust between the mahwrs and the early settlers with genocide attempts by both sides and now the mahwrs have been forced to retreat into the depths of the forests. Any party of humaniti entering a mahwr area is almost certain to be attacked and eaten so it is only recently that study of this race has begun. This study is hampered by widespread poaching of the mahwrs for their furs. Typical encounters will be with a hunting group or a pack of 1-6 male outcasts.

Possible Scenarios

1. Protect a scientist from the mahwrs he is studying and from poachers trying to capture specimens.
2. Poaching either for personal gain or for a patron. (NB protection of indigenous species regulations imposes penalties for such action).
3. Protection of travellers or tourists from the mahwrs and other local fauna.

These ideas could be linked in with some other scenario idea to form one of a number of hazards to be overcome. ■



MORE DEAD THAN ALIVE

This issue, undead creatures form the backbone of Fiend Factory, *a regular department featuring readers' monsters, edited by Albie Fiore.*

When *Fiend Factory* first started way back in *White Dwarf 6*, we had no idea how long the feature could last. Would the flow of monsters dry up? Well this issue sees the 200th new monster to have graced the pages of *White Dwarf*, and there are still plenty of fresh ideas on file. So well done to all readers who have submitted monsters in the past. Keep up the good work by sending more. As they say, the game is as unlimited as your imagination.

MORBE (or Semi-Dead)
by Albie Fiore

No Appearing:	**2 – 8**
Armour Class:	**By armour type**
Movement:	**12"**
Hit Dice:	**2d8 + 3**
Treasure:	**K, M, X**
Attack:	**Two claws, 1 bite, all special/by weapon type**
Alignment:	**Neutral**
Intelligence:	**Semi/low**

Morbes are peculiar in that they are neither truly undead nor alive. Instead they are trapped in a limbo existence. Some sages even believe that they are victims of a rare and incurable disease. They are usually encountered in their 'undead' form which is that of a zombie clothed and armed as a fighting man. Their flesh is grey and pocked with open sores while their eyes are glassy and staring. In this state they do not use their weapon but attack with two claws for 1d4 each and a bite for 1d6 but any hits scored drain constitution from the victim instead of doing hit point damage. Each morbe has a constitution of 3d6 and any constitution points that it drains are added to its own constitution. As a morbe's constitution nears 18, the sores begin to heal, the skin begins to become a pale flesh colour and the eyes de-glazed. When its constitution reaches 18, it is no longer 'undead', and can no longer drain constitution, instead it must draw its weapon and attack as a fighting man for normal damage. Any hits delivered to it in 'human' form are taken off its constitution. They revert to 'undead' form when their constitution drops below 18. When in 'undead' form, hits delivered to a morbe are taken from its hit point total. Thus they can only be killed while in 'undead' form.

Because of their twilight existence, 'undead' morbes will generally attack on sight in an effort to gain precious constitution and become 'human'. If encountered in 'human' form, they will be less willing to attack, and will usually try to inveigle their way into joining a group to gain surprise.

Any victim of a morbe whose constitution is drained, suffers the penalties laid down for low constitution. Should their constitution drop below 3, then they will collapse in a sickly state. Unless a *cure disease, bless* (cast by a 3rd or higher level cleric), or similar healing magic is applied, they will rise again in 1–4 rounds as a morbe. A morbe in 'human' form can also be cured by similar means. A victim who has been drained of any constitution can regain the constituion at the same rate as hit points are recuperated.

While in 'undead' form, morbes can be turned by clerics as ghouls but cannot be damned. Nor are they affected by holy water. Mind-influencing spells can only affect them when in 'human' form.

THE UNBORN
(or Manifestations of Evil)
by David Howard

No Appearing:	**Special or 2 – 6**
Armour Class:	**0**
Movement:	**30" drift**
Hit Dice:	**1d8**
Treasure:	**Nil**
Attack:	**Special**
Alignment:	**Non**
Intelligence:	**High**

The Unborn are those souls that died at child-birth or when very young under evil circumstances, eg as victims of child sacrifices, pillaging, etc, and have thus become unwilling servants of the dark.

Such is their plight that they are wracked by continual pain that can only be relieved by performing their bidden task, which is primarily to appear at times of great slaughter, or acts of great evil, as omens of the coming triumph for destruction. The number appearing depends on the degree of evil – in the great Wars of Chaos many scores were seen to appear, but this is rare.

Once the battles have subsided, the Unborn will appear and float over the corpses, channeling the departing souls/life forces to the Abyss. It is this act that alieviates their own torment. While performing this act, they appear as small, 1" diameter, black spheres, occasionally flickering with grey high-lights. They will hover briefly over each corpse, touching it and then moving on (this takes 3 segments). The body, once touched, becomes stiff, as if frozen, and is no longer *resurrectable*.

If this action is hindered in any way, they will manifest themselves in their true form. This is that of a small, wraith-like 3 year-old child, drenched with blood, with nails driven through each palm, and large morose eyes set in a tormented face. They will then attempt to punish the interlopers, which they loathe doing, but being bound by such spiritual misery, they have little choice. They can attack in three ways: firstly, they can hurl small shards of pure evil that appear as 3" black lightning bolts that do 2–4 points of damage (they can only hurl six before their power is used up, whereupon they must flee back to the Abyss; hence each has the power to drain six bodies or hurl six bolts or combination of both); secondly, using all their power, they can enmesh a victim in *shadow webs* that act as a *web* spell but cannot be burnt and the save is at -2. The victim also suffers 1d4 points of damage per round while enmeshed. The *shadow webs* can only be removed by a *bless* spell cast by a 3rd or higher level cleric. Finally, if 3 join power, they can open a chosen victim's

mind to the horrors of the Abyss and its inhabitants. This will drive the victim insane if the save vs death magic is failed (goods save at -3, and paladins at -4, both will be likely targets since they can be detected).

Occasionally, 2–6 will be sent to kill by the lords of the Abyss, but this is rare as it would free them for eternity from their plight.

RUSALKA
by Roger E Moore

No Appearing:	**1 – 2**
Armour Class:	**5**
Movement:	**12"/24" swimming**
Hit Dice:	**4d8**
Treasure:	**P, Qx5**
Attack:	**Hands for 1d4, drowning, or special**
Alignment:	**Chaotic evil**
Intelligence:	**Average**

Rusalka are the undead spirits of chaotic evil female magic users who died by drowning. Given these conditions, they are naturally very rare. They initially appear to be lightly clad women, not unlike dryads, nymphs or normal women. They are found in lonely places near a marsh, swamp, lake, or river where they wait for unwary passers-by.

A rusalka will attack with its clawed fingers for 1d4 points of damage, or by a more subtle method. If one can entice its victim to kiss her, the victim must save vs *death ray* at -2 on the saving throw to be slain. Rusalka may also attempt to grapple persons swimming in the shallow waters where they lair; this requires a score of 2 above the base number the rusalka needs to hit the victim. If grappled and the victim cannot be freed in 1–4 rounds, the victim will drown. Magical spells or devices permitting one to breath underwater will prevent this from occuring.

Animals fear these creatures and will not approach within 30' of them. Viewed at close quarters, the all-green eyes of the rusalka may give it away, but by then the rusalka may be preparing to attack.

Rusalka are servants of Orcus, the Demon Prince of the Undead. They may be turned by clerics as ghasts. Holy water will do 2–5 points of damage per vial on them, and only silvered or enchanted weapons will affect them. They are immune to *charms, holds* and *death* magic.

WRAITH-WARRIOR
by Daniel Secker

No Appearing:	**2 – 8**
Armour Class:	**3**
Movement:	**9"**
Hit Dice:	**6d8+2**
Treasure:	**O, T, U**
Attack:	**Broadsword for 2d4 plus special**
Alignment:	**Neutral evil**
Intelligence:	**Average**

This foul, wraith-like undead creature appears as a semi-material fighting man armed with a broadsword.

They can be hit by normal weapons, but only take half damage from them. Silver or magic weapons do full damage.

The wraith warrior radiates *weakness* in a 1" radius. Any within this area lose two points of strength, which is regained when they leave the area of effect or the creature is slain. Those within the area also have only the equivalent of half their hit points (rounding fractions up).

All wraith-warriors are armed with a broadsword. If they hit, they do the normal 2d4 points of damage and inject a *cold* venom into the bloodstream which causes an additional 1d4 points of damage (unless a saving throw is made vs poison) and causes such pain that the victim must fight at -3 to hit. After 4 turns, the venom will have reached the brain and killed the host unless a *neutralise poison* spell is cast. When a victim is killed, his flesh immediately begins to rot and his body becomes pale and faded, and his eyes become black sockets except for glowing points of light. The character will then rise again, now a wraith-warrior. This transformation takes but one melee round.

Wraith-warriors regenerate at the rate of 1 hit point per round, but will die if reduced to -4 or more hit points.

Because of their semi-material form, they take only half damage from fire. They are immune to mind-influencing spells. They are turned by clerics as spectres.

GOLDFINGER
by I J Chomacki

No Appearing:	**Not applicable**
Armour Class:	**7**
Movement:	**6"**
Hit Dice:	**2 or 3d8**
Treasure:	**See below**
Attack:	**2 hands for 1d6 electric shock each**
Alignment:	**Neutral**
Intelligence:	**Non-**

These undead appear as dripping, disgustingly decayed zombies. A close look, however will reveal small, exposed gold plates on their fingertips. They are the creation of the combined efforts of a high level magic user and an alchemist for they have been created as walking batteries. Copper plates attached to their spines, combined with their brine-soaked bodies enable them to deliver powerful electric shocks. It is important that they be kept in brine when not engaged in combat (eg, a brine-filled stone coffin).

In combat they can strike twice, once with each hand for a 1d6 electric shock per hand – any metal armour does not count toward the defender's armour class. Hits delivered to a goldfinger with a conductive weapon have a 50% chance of hitting an internal component, giving the wielder a 1d8 electric shock. A goldfinger has up to 20 charges it can deliver (a weapon conducted shock counts as two charges). Once its charges are spent, the golfinger attacks normally with two claws per round for 1–3 each. If the creature is freshly soaked in brine, it takes only half damage from fire and holy water attacks. As with zombies, they always strike last in combat. Clerics turn them as shadows.

When destroyed, their gold finger-plates are worth 5gp total. Apart from this, the only treasure will be what the creatures were set to guard. They are only ever met as guards, not as wanderers. ■

Treasure Chest *is a regular department devoted to readers' ideas for* D&D. *This issue, some magic weapons. . .*

HOURI'S DAGGER
by Chris Davies

This is a dagger 15" in length, with a metal hilt, but a blade of finely cut glass, a metallic grey in colour. Close inspection will easily reveal that it is not metal. The blade is hollow, and into it can be poured a strong acid or poison. It is then sealed by the tightly fitting hilt. In combat, when the weapon penetrates the opponent's skin or hide, the attacker should then try and break the fragile blade in the opponent's wound (such as between the ribs). If she succeeds, by a method of the referee's discretion, the acid or poison can then take effect, with the obvious results. This blade is unsuitable for any weapon over 15" in length. It can be used by evil houris and thieves, and assassins, though these weapons can only be bought on the black market. The hilt costs at least 25gp and the blade costs at least 20gp. A word of warning, though, woe betide the houri who slips and falls with a couple of these in her backpack!

The Arcane Armoury

DRUID'S CUDGEL
by Mark Byng

In the hands of a non-druid this oaken club is apparently non-magical (though, if detected for, a slight magical aura will be noticed) but in the hands of a druid this club's special power can be activated; to do this the druid must cast *shillelagh* spells on the club, the more spells the druid casts the more powerful the club becomes.

Number of Shillelagh spells cast on club	*Bonus to hit Probability*	*Damage to S & M-sized opponents*	*Damage to L-sized opponents*
0	—	1-6	half (round up)
1	+1	2-12	half (round up)
2	+2	3-18	half (round up)
3	+3	4-24	half (round up)
4	+4	5-30	half (round up)
5	+5	6-36	half (round up)
6+	No Additional Bonuses		

The cudgel's special power will operate for 1 turn per level of the caster. This time limit commences after the last *shillelagh* spell was cast on the club. *NB:* The *shillelagh* spells must be cast in rapid succession when increasing the power of the club, if there is a delay of more than 2 rounds then further *shillelagh* spells will be rejected until the weapon's operational time runs out. It is rumoured that there is a magical quarter-staff which will accept up to eight *shillelagh* spells but no one knows where the fabled 'Staff with the force of a forest' is hidden.

ARROWS OF HELLFIRE
by J K Davies

These arrows radiate strong magic but have no 'to hit' bonuses. Instead when they are fired and land, they explode as a 6d6 *fireball.* There are also *cursed* versions which explode the instant they are fired.

THE MANSBANE
by Eddie Whitaker

A silver longsword with delicate runes carved on the blade (these are in a long-forgotten language and merely state the sword's name), only humans can use it — others take 1d10 electrical damage. Mansbane is normally +2, +3 vs humans, INT 12, EGO 13, alignment Neutral (evil). However, it continually urges its wielder, by *telepathy*, to speak the words 'I claim the power of Mansbane for my own'. Once this is done the owner (of whatever class) gains 2 levels of fighting ability and 2d10 hit points; the sword becomes +3, +5 vs humans but its EGO increase to 19. Its special purpose is to kill humans. Once the first human has been killed the wielder begins to be drained of Constitution points, at the rate of one per human slain until zero is reached when the possessor becomes a wight. The sword can only be disposed of by a *remove curse* spell before the power is claimed, or by a *wish* followed by an *exorcism* after its power has been claimed. Lost Constitution cannot be regained. Once the wielder has become a wight the sword will look for a new owner. The origins of Mansbane are lost in time but it is thought to have been forged by the sorcerors of Marngat for their wars against the men of Sil. Where it picked up its curse is not known.

THE DEMON'S KNIFE
by Dan Collerton

Little is known of these weapons but it is thought that each is in someway linked to a demon. The *Knife* is about one-and-a-half feet long and consists of a twelve inch hilt made of an unknown black leathery material. The grip is in the shape of a squatting, screaming demon. If detection powers are used the *Knife* will be found to be radiating magic and evil.

The *Knife* can also be thrown and is +3 to hit and does 1d4 damage. If, however, the owner knows the command word then its full power can be used. The command usually contains a demon's name and there is a slight danger (1% cumulative chance per use) that the demon will hear and come to see that the *Knife* is being used in a proper (ie evil) manner. If the command is shouted as the *Knife* hits then it will remain in the victim and drain 1d4 hit points of blood per round; the blood fountaining out of the demon's mouth in a crimson jet three feet long. The *Knife* can only be removed when the victim dies of the *Knife* becomes satiated. This occurs when the *Knife* has drained 40 HPs of blood and lasts for 24 hours from then. (Hit points are not carried over, so it is possible for the *Knife* to drain 39 HPs on each of two different days). The *Knife* can be pulled out (inflicting an extra damage). To do this the person trying must roll under his strength on 1d20. Percentage strengths over 50% are considered as 19.

For every 10 HP of blood drained there is a 4% non-cumulative chance that it will attempt to take over its owner. This should be treated as personality conflict by a sword of INT 17 and EGO 18. If the *Knife* succeeds then the owner must change alignment to Neutral Evil but will otherwise be unaffected. This change can be reversed by *remove curse, limited wish, wish, alter reality* and other such magics. The *Knife* can only be destroyed by a *Holy Word* but will be inactivated for 10 turns by *dispel magic, dispel evil* or *Holy Water.*

There are thought to be only one or two of these knives in existence. The owner of a *Knife* will never voluntarily give it up. If one is somehow obtained it will be worth 4,500 experience points and bring 22,500gps if sold. ■

NEWS OF THE WORLDS

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See page 94 for details.

Horror of lost party in cavern

A party of adventurers met a whole batch of brand new monsters in *TSR's* new *Module S4: The Lost Caverns of Tsojanth* by Gary Gygax. Along with new monsters, this module details new spells and treasures in a tournament adventure for 6–10th level characters.

Also new from *TSR* come their *Endless Quest* books — *Pillars of Pentegarn, Mountian of Mirrors, Dungeon of Dread* and *Return to Brookmere*. These are stories in the form of solo adventures designed for younger readers as an introduction to *Dungeons & Dragons*.

TSR UK have announced that Francis Tresham, the managing director of *Hartland Trefoil*, will be joining them as Product Development manager.

Change of direction for Steve

Steve Jackson Games have taken a new direction with their latest game, *Illuminati*. It is a tongue-in-cheek family game of conspiracy and features a beautiful deck of 'conspiracy' cards. The game should be available in the UK by the end of October.

MOVIE MOVES

The *Dungeons & Dragons* movie is scheduled to begin shooting this year. The screenplay will be by Academy Award winner James Goldman.

Chaosium have announced that they have sold the movie rights to *RuneQuest*. A full length feature movie is scheduled to start next year.

TOMORROW'S SPORT

FASA have released *Gravball*, a sports boardgame set in the future. The game will contain miniatures.

Other new releases from *FASA* are: *Behind Enemy Lines*, a WWII role-playing game together with *Guns of Navarone*, a scenario; *Traitor* and *The Spirit Stones*, scenarios for *Chaosium's Thieves World*; and *Trail of the Sky Raiders* and *Rescue on Galatea*, two *Traveller* scenarios.

These items should all be available in the UK by the end of October.

CORBIT SAYS 'GRIN AND BEAR IT'

Corbit Shortstuff, the sprightly 20mm tall gnome jester, was caught in his act here with Cyril, the Royal Mascot. 'I like Royal Mascot, it gives me a chance to wear my funny hats', quipped Corbit at yesterday's press conference announcing his and Cyril's appearance as two of the characters in *The Dwarf King's Court — Set 2* in *Citadel Miniatures'* new boxed range of *Speciality Sets*.

This set should be available next month along with *Set 1: Champions of Chaos; Set 3: Night Elf Patrol* and *Set 4: Goblin Raiding Party*. Other new *Citadel* boxed figures already available are the two *Starter Sets: Dungeon Monsters* and *Dungeon Adventurers*.

WHITE DWARF

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See Page 34 for details

Raiders beat bandits to top spot

The British Fantasy Awards were announced by *The British Fantasy Society* at their recent fantasy convention, *Mythcon*, staged in Birmingham. Top film was *Raiders of the Lost Ark*, followed by *Time Bandits, Excalibur* and, in fourth place, *Superman 2*. The award for best novel went to *Cujo* by Stephen King, second was *The Nameless* by Ramsay Campbell and tying for 3rd place were Tanith Lee's *Delusion's Master* and *Camber the Heretic* by Katherine Kurtz.

Scandal of town planner with endless plans

Two new UK companies have announced their first releases.

Northern Sages, a new publishing house, have released *Starstone* written by Paul Vernon along the lines of *The Town Planner* published in *White Dwarf*. It is designed for use with most FRP systems and contains 2 mini-campaigns and a one-off adventure.

The other new company, *Endless Games* have released *Endless Plans*, a play aid for use with all fantasy role-playing games. It is a system of rooms, passages, stairs and other features for making plans of dungeons.

NEXT ISSUE

DON'T MISS
The Necromancer
A new *AD&D* character class
Green Horizon
A *Traveller* scenario based on *The Heroes of Telemark*
A Guide to DMing Part II
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Postal Games
Postal *Diplimacy*, FRP, Chess, *L829, Sorcerer's Cave, Kingmaker, En Garde?* Send £1 to Simon Billenness, 30 Winifred Road, Coulsdon, Surrey for three issues of *Twenty Years On*, a listing of every British postal gaming fanzine.

For Sale
White Dwarf 9 (tatty condition), *The Wanderer 3, The Aerial Servant 1-4.* £1.50. Write to Simon Billerness, 20 Winifred Road, Coulsdon, Surrey, CR3 3JA.

Staff Vacancies
Games Workshop have the following vacancies at their London warehouse:
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Applications in writing please to Peter Darvill-Evans, Games Workshop Ltd, 27-29 Sunbeam Road, London NW10.

For Sale
Traveller: Books 1-5, Supplements 1-4 & 6-8, Adventures 1-6, Double Adventures 1-4, *Legend of Sky Raiders (FASA), IISS Ship Files, Azhanti High Lightning. Traveller Journal* (nos 6 & 7), *Striker* (3 Bks), 308 well painted 15mm *Traveller* figures, 48 unpainted figures, 8 painted Air/Rafts, 11 painted APCs/AFVs, 4 unfinished buildings, painted hill position, plus approx 170 (A4 pages of written *Traveller* background campaign material. (Maps, adventures, characters, ships, planets etc). All books in mint condition. Cost price: Approx £160, for sale at only £80 o.n.o. Contact John Abbott, 01-472 1331, after 6pm.

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16 pages of RPG, *Quasits & Quasars* no 6 is a BUMPER ISSUE. Send the normal 60p to D Hulks, 54 Slimmons Drive, St Albans, Herts and receive a fanzine PACKED with *AD&D, Traveller,* etc, that has been specially expanded from 36pp to 52pp to include a MASSIVE *T&T* solo. OFFER LASTS ALL THROUGH 1982.

Margate Wargaming Convention
The MWCA and National Wargames Championships present three days of varied wargaming, October 8th, 9th, 10th, Margate Winter Gardens. Admission free, everyone welcome. Details (SAE) 12 The Fryth, Basildon, Essex.

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Have you been Webbed?
The Web is a contact service for UK gamers, catering for all role-playing games, from *Traveller* to *Space Opera,* from *AD&D* to *T&T.* Send a SSAE immediately or sooner to: 2 Essex Court, Hammersmith Grove, London W6, for details of the Web.

Salute '83
The South London Warlords Annual exhibition Salute '83 will be held on Saturday, 23rd April, 1983, at Kensington Town Hall. We will be making available tables for Games Masters to put on participation games of *D&D, Traveller, RuneQuest, Skull & Crossbones, Gangster, Tunnel & Trolls, Gamma World* etc. etc. You can do a good game for half a day or over two different days, but PLEASE, write in as soon as possible and book a table early. Send details of proposed game to Mr John Merritt, 110 Salehurst Road, Crofton Park, London, SE4 1AP.

Designers Wanted
Modellers: Do you or can you, make original designs and models, any scale, of Military Fantasy, Sci-Fi, Model Engineering or other scale model subjects, suitable for casting? We are interested in buying your originals for production and inclusion in our product range. If you are interested in becoming a Freelance model designer, please write stating subject interests and any further details, photos etc to: Matsch Design, 10 Gorham Rise, Broughton, Astley, Leicester.

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Games: *AD&D* campaign (but if you've got it we'll play it).
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Comments: Ages 13-17 inc. Any sex. Desperate for members.
Contact: Phone 'Messy', Aldridge 51453.

WORKSOP
The Worksop Warriors
Games: *AD&D, Traveller,* most wargames, boardgames, etc.
Time: 6.30 Wednesdays.
Place: King Edward Hotel, Ryton St, Worksop.
Contact: AP Yates, 204 Wales Rd, Kiverton Park, Sheffield, S31 8RE.

DERBYSHIRE
South Derbyshire Wargames and FRP society (TWAMSOE)
Games: Wargames, *AD&D, Traveller, RuneQuest, Stormbringer, Top Secret, Gamma World, Wild West, Bushido, Call of Cuthulu* and others.
Time: Every Thursday 6.30pm to to 10.00pm (sometimes later).
Place: Ilkeston Institute, Market Place, Ilkeston (by library).
Comments: More FRP'ers and wargamers wanted: willing to try other games.
Contact: Philip Straw, 270 Heanor Rd, Ilkeston, Derbyshire DE7 8TG. Tel: Ilkeston 302152 after 5.00pm.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Universe Player Wanted
Is there anyone out there who can play/GM *Universe?* I'm stuck in the mud as to GMing it. Would appreciate if someone could send me some help/mini scenario etc. Thanks! G Driver, 215 Bramford Lane, Ipswich, IP1 4ER.

Help!
Small mercenary free company (medieval re-enactment group) needs more adult recruits and someone to fight for! Contact: D Barnes, 81 Bridport Rd, Dorchester, Dorset, DT11 2NN.

Traveller Referee
Seeks players in the Shenfield/Brentwood area with the intention of forming a club. I am willing to play *D&D, RuneQuest, Tunnels & Trolls* etc. Please contact Thomas Bloor (age 13) at 7 Park Way, Shenfield.

T&T GM Wanted
Experienced *T&T* player seeks GM or club near Harrogate. Contact Matthew House; Harrogate 500473.

Traveller W Midlands
New *Traveller* player would like to get in touch with players or clubs in the West Midlands. Contact Mr Lawrence Eaton, The Anchorage, Ellesmere Rd, Shrewsbury, Shropshire.

T&T Players Wanted
I would like to join an existing group or to contact solitary players. Experience unimportant. Please write to D Evans, 42 Darkwood Close, Leeds 17, Yorks.

AD&D Walsall
Fairly experienced *AD&D* player/DM seeks other playing companions, aged 11-14, of either sex. Willing to learn new games. Write to Alex Kelly, 54 Rowley Street, Walsall, W Midlands or Tel: Walsall 38352.

FRP Stourbridge
Experienced 17-yr old FRP GM would like to join FRP group in the Stourbridge/Kidderminster area (but could travel further). Phone Mike Hill on Hagley 884122..

Wanted
AD&D Players Handbook, Monster Manual, Fiend Folio, Dungeon Masters Guide, Gods and Demi-Gods at cheapest possible price. Please phone Angela Timms on Woodford Green (527) 7176.

AD&D Milton Keynes
16-yr old beginner wishes to make contact with *AD&D/Traveller* players/DM or club in or around Milton Keynes. Contact Thomas Sargant, 21 Herdman Close, Greenleys, Milton Keynes, MK46 5DY.

AD&D Brighouse
More players needed, any class, 13-yrs, either sex. Contact Adrian, 3 Lower Finkil St, Hove Edge, Brighouse, W Yorks, HD6 2LR or phone Brighouse 719387.

WHITE DWARF

FEEDBACK RESULTS – ISSUE 32

Here are the results of the *WD32's* feedback. Some results are somewhat misleading as they stand. *Starbase,* for instance, received quite high points from *Traveller* players but very low ratings from those who don't play *Traveller.* Thus its low mark isn't an entirely accurate reflection of its popularity. This problem is encountered with most of the results, especially *RuneRites.*

Cover	7.01	Chaos from Mt Dorren	6.82
Lore of the Ring	6.11	Starbase	4.78
STL	5.17	RuneRites	5.26
Town Planner Part II	6.61	Fiend Factory	6.15
World of Your Own	5.37	Treasure Chest	6.60
Open Box	6.98	News/Small Ads	6.54

FEEDBACK FORM – ISSUE 34

Please rate each of the following on a scale of 0-9. An '0' indicates that you do not play the game or did not read the feature. Other marks from 1-9 should be awarded on the basis that 1 is absolutely terrible, 5 is average, and 9 is excellent. Numbers 2-4 or 6-8 indicate varying degrees of dissatisfaction/satisfaction respectively.

1 FRONT COVER	☐	7 LETTERS	☐
2 DROIDS	☐	8 TROUBLES AT EMBERTREES	☐
3 MICROVIEW	☐	9 STARBASE	☐
4 A GUIDE TO DUNGEONMASTERING	☐	10 FIEND FACTORY	☐
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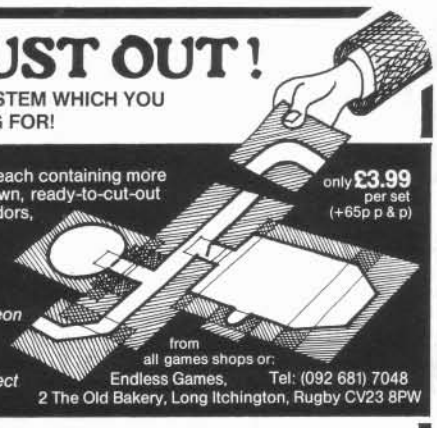

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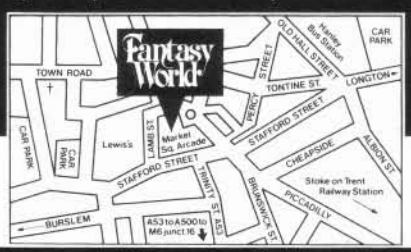

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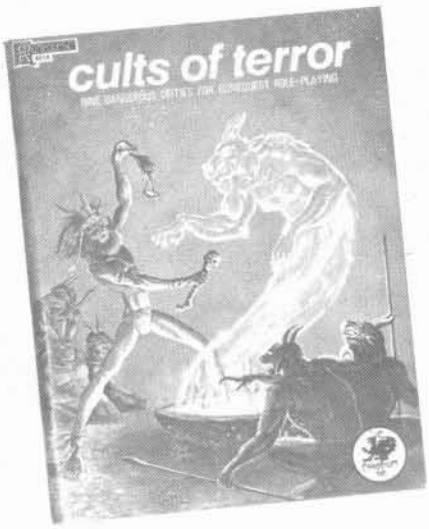

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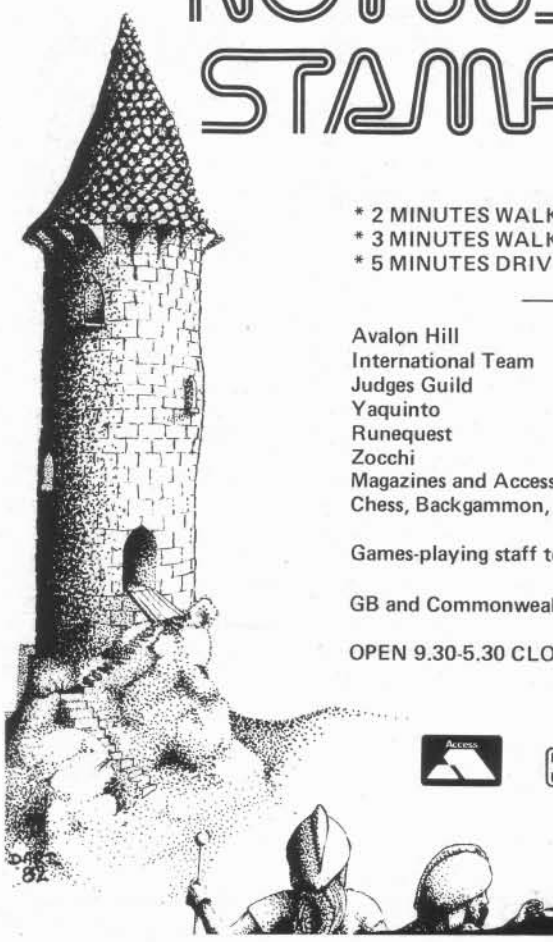

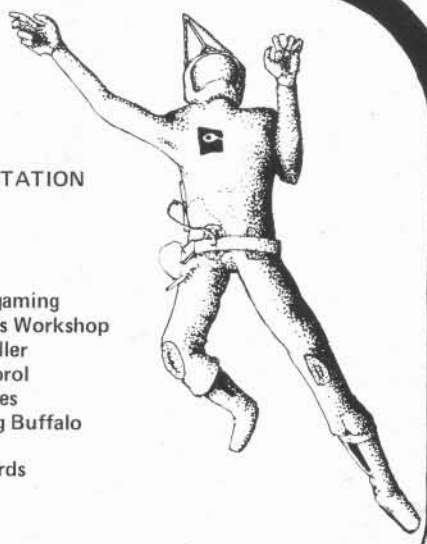

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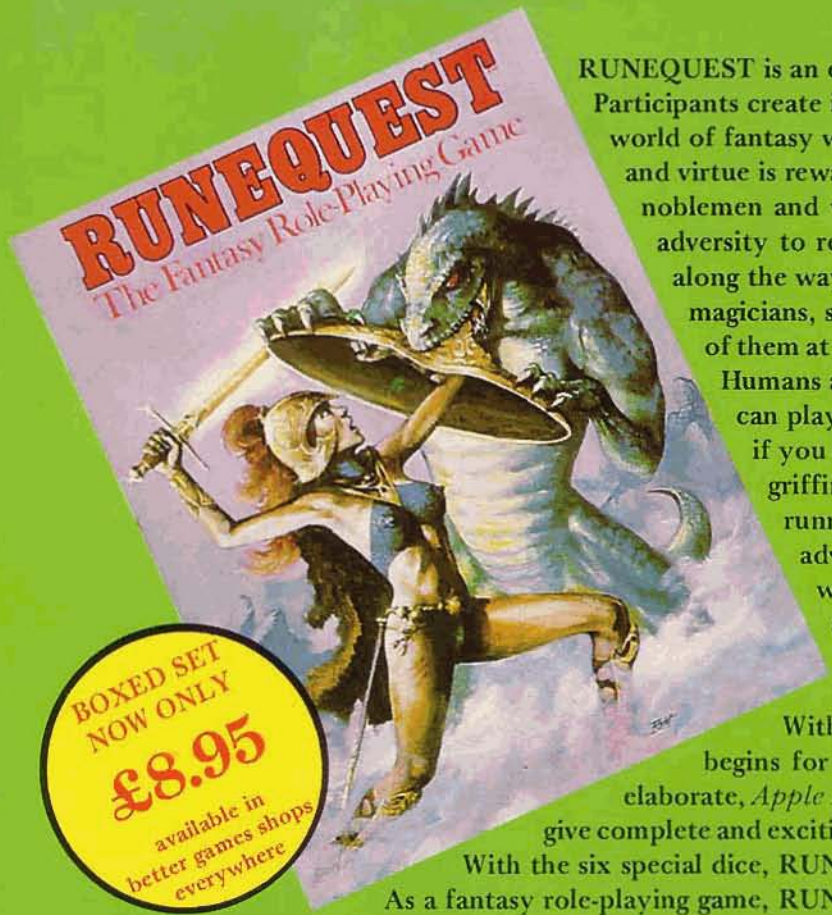

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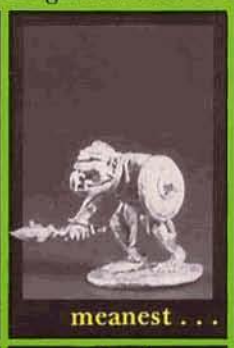
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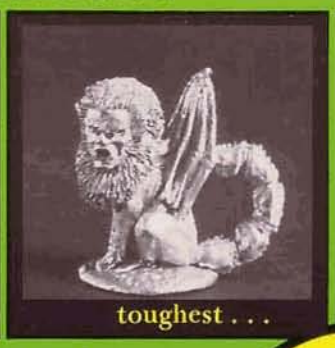
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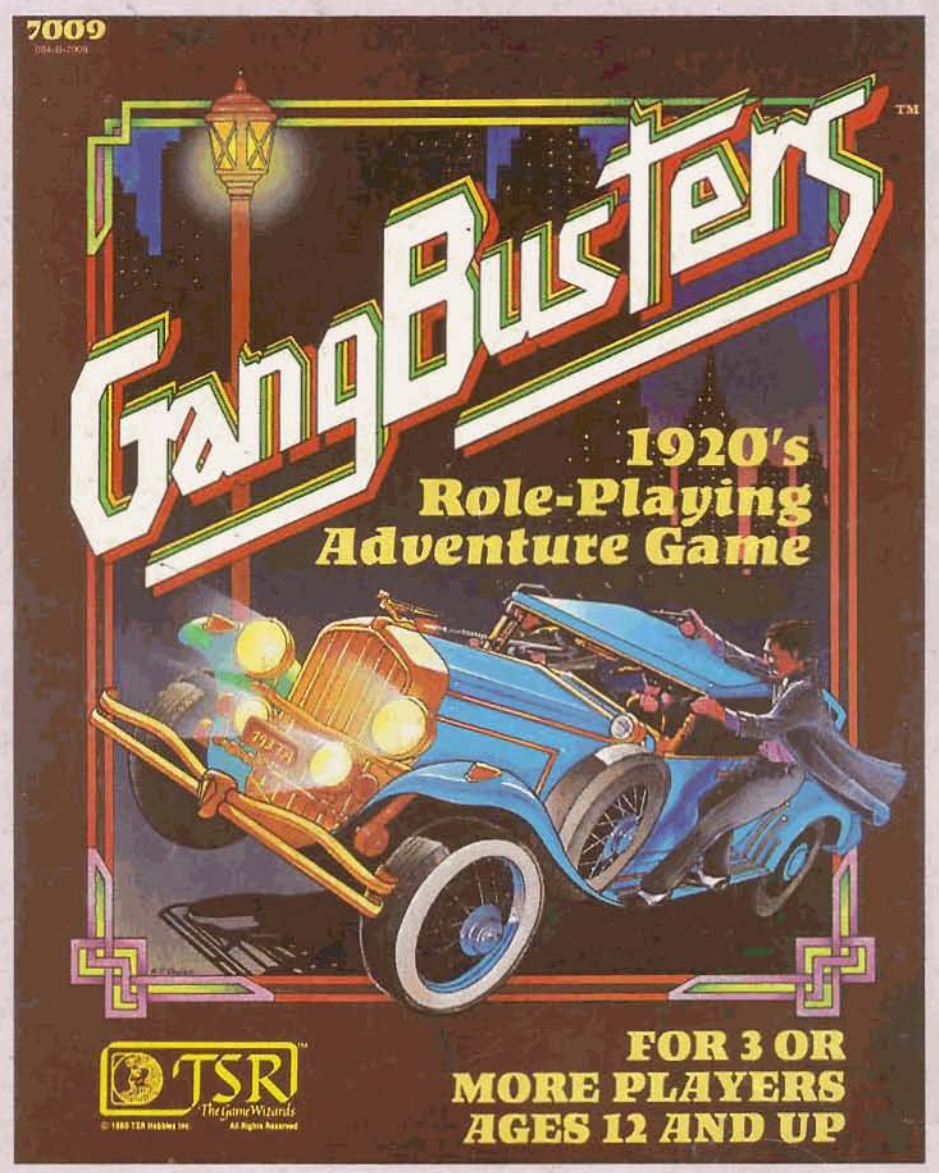

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